

# I. INTRODUCTION

## Welcome to Fields of Fire

**Fields of Fire** is a solitaire game. This means you make all the decisions for your units and, with help from charts and tables in the game, the activities of the enemy.

Fields of Fire is a diceless game. Instead, **decks of cards** are used to generate the battlefield, resolve combats, provide possible outcomes for all of your decisions and control the appearance and activities of the enemy. Note that Fields of Fire is both the name of this game and the name of its game system. It is our intention to publish additional games and missions using the Fields of Fire system.

**Fields of Fire** is a complex game without being a complex game system. The basic components (movement, combat, orders, communication, etc.) are very straightforward. Within each component there are multiple activities to choose. Each activity will have an outcome, some favorable and some not. Even at the beginning of a mission/scenario your choices will seem infinite. This and the interactions created by your choices means decisions and more decisions. Herein lies the complexity. Each decision must be made for the game to continue. You'll have many choices to make without having nearly enough resources. Your actual choices will determine whether you emerge from your mission successfully or not.

Your role in **Fields of Fire** is that of a **company commander**. Your command will include three platoons of three squads each and supporting weapons teams. You may also have your own weapon teams as support and have additional off board artillery. A company executive officer and CO first sergeant will be there to assist you.

Your task in Fields of Fire is to successfully guide your company through a campaign of a number of missions. Before each mission you'll have to formulate a plan of action and allocate your limited resources. During the mission you will issue orders to your units and choose the tactics to accomplish your objective. Your orders will win or lose the mission. After the mission you raise your experience levels and incorporate replacements for your casualties.

This is the second edition of the rules. Numerous examples of play accompany the rules. Wherever possible the examples are taken from the Advanced Tutorial found on GMT's website.

My comments and examples are in **blue**

### Questions Answered by Designer:

Any Questions Answered by designer of the game, Ben Hull, will be in a box like this.

The source to the questions and answers are:

<http://boardgamegeek.com/boardgame/22877/fields-fire>

and

<http://talk.consimworld.com/WebX?14@@.ee6eec3>

**This version of the rules have two main goals:**

**Cover every rule possible with illustrated examples**

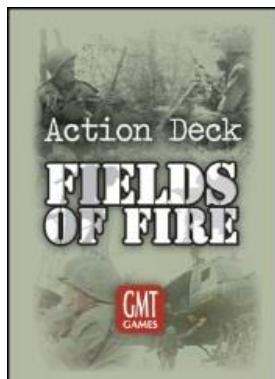
**Add a full game play example to play along with the ruleset.**

**Leave free space in the table for a while!**

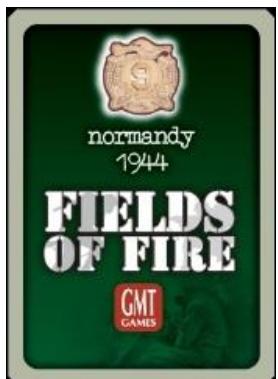
## 1.1. CONCEPT

You use the following items to play the game:

**Two decks of cards** (a Terrain Deck and an Action Deck)



Action Deck



normandy  
1944

**FIELDS OF FIRE**

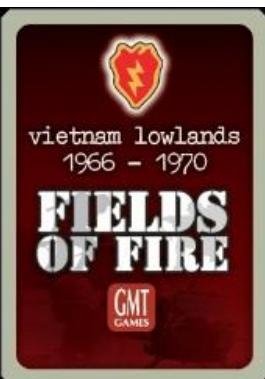
GMT  
GAMES



korea  
1950

**FIELDS OF FIRE**

GMT  
GAMES



vietnam lowlands  
1966 - 1970

**FIELDS OF FIRE**

GMT  
GAMES

Terrain Decks

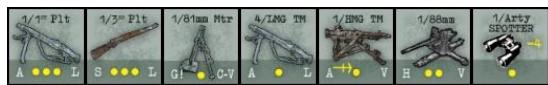
**Counters** representing the elements of the company and enemy units



9<sup>th</sup> US Infantry Regiment "Manchus"

2<sup>nd</sup> Infantry Division "Indian Head"

25<sup>th</sup> Infantry Division "Tropic Lightning"



German Army (Heer)

German Paratrooper (Fallschirmjaeger)



North Koreans (NKPA)



Vietcong (VC)

North Vietnamese Army (NVA)

And various **markers**.



Cover



Miscellaneous Markers



Equipment



The Terrain Deck forms a map on which to play a mission. The Action Deck applies to many procedures throughout the game, from giving command and control capacity to resolving combat and various other activities.

### 1.1.1. Scale

- A. **Ground Scale** Ground scale is abstract. Each Terrain Card represents a geographic area where Company leaders can reasonably exercise command and control of their units through voice and hand signals. The size of this area depends on the terrain, ranging from 10-20 meters across in close terrain to 40-100+ meters in more open terrain. Accordingly, Range and Line of Sight are abstract as well
- B. **Time Scale** The time of a turn is abstract, too, and typically covers 5 to 30 minutes. Missions last a given number of turns, normally 10 to 12. The turn limit covers the cumulative effect of fatigue and consumption of small arms ammunition.
- C. **Unit Scale** Infantry units have between 1 and 3 Steps with each Step representing 2 to 3 men. Units with 2 or 3 Steps are called squads, and units with a single Step are called teams. A vehicle or aircraft unit represents a single vehicle or aircraft.



### 1.1.2. Campaigns

Choose one of the three available campaigns. This determines what units and equipment are available (**Order of Battle**) and which missions to complete. The corresponding **Campaign Instructions in the Briefings Booklet** details what forces and equipment are available and lists the enemy forces that may be encountered.

### 1.1.3. Missions

Each campaign has seven missions, though you can play a mission “stand alone,” too. The Mission Instructions for each mission in the **Briefings Booklet** provide the **rules and charts specific to that mission**. The intent is for each mission to be playable in a single session.

Playing a mission involves two distinct parts: **preparation and implementation**.

**Preparation** is the set-up and planning of the mission.

**Implementation** is the movement and action portion and is played in a series of game turns divided into a sequence of phases. While playing a turn your command elements receive commands that they exchange for actions. Enemy forces enter play automatically as governed by the rules and mission charts, and activity checks guide their actions. The sequence of play differs slightly depending on whether you are attacking or defending.

## 1.2. COMPONENTS

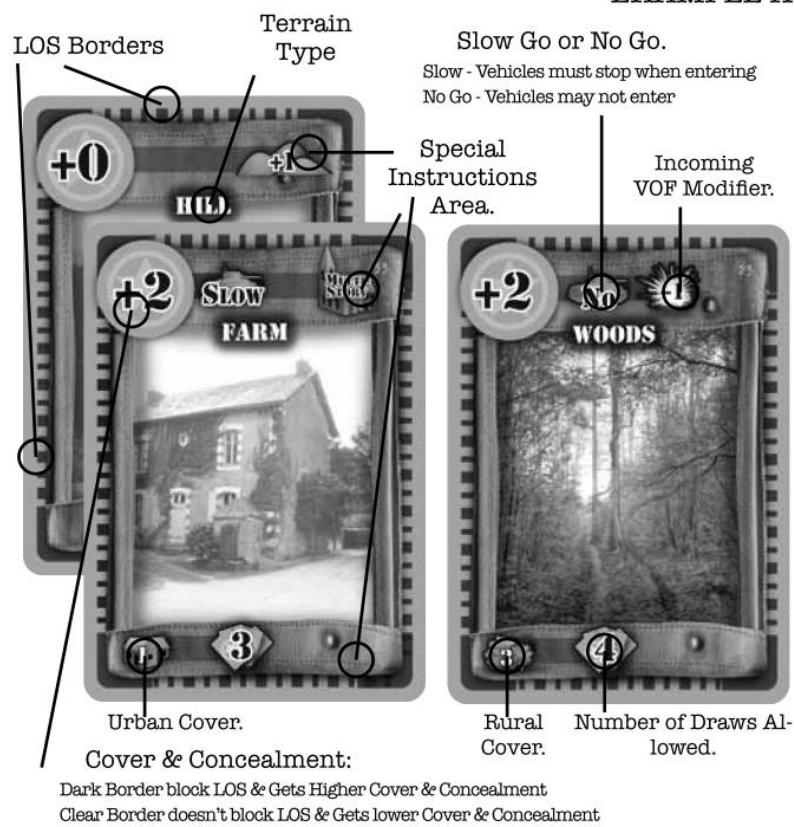
There are several types of components used during play. This section provides the orientation and location of information on the components and the following sections detail how they all work together.

The game contains the following:

- This Rules Booklet
- A Briefings Booklet
- A Normandy Terrain Deck of 55 cards
- A Korea Terrain Deck of 55 cards
- A Vietnam Lowlands Terrain Deck of 55 cards
- An Action Deck of 50 cards
- Four two-sided hint cards and one reshuffle card
- Five sheets of 5/8 inch counters & markers (total of 880)
- One double-sided 11” by 17” Player Aid Cards
- Two double-sided 8.5” x 11” Player Aid Cards
- A Command Display, single-sided
- A Mission Log Pad, two-sided, expendable

### 1.2.1. Terrain Cards

**EXAMPLE A**



Each campaign has a specific Terrain Deck that represents terrain typical to that area.

During Play, you **randomly lay out terrain cards in a grid of rows and columns** as indicated for each mission to create the map on which the game is played out.

Column 1

Column 2

Column 3

Column 4

Row 3

Row 3

Row 2

Row 2

Row 1

Row 1



**STAGING AREA**

## A. Cover & Concealment



The **number in the circle in the upper left** indicates the intrinsic defensive value of the terrain on the card and benefits all units that occupy that card. Some cards have two values.

Use the **higher** value Cover and Concealment number if any fire is coming across a dark border.

If **all fire is coming across white borders** as Incoming fire, indirect mortar fire, or from within the card itself, then use the lower number. **Direct Lay Mortar Fire is subject to the card borders.**

Note that the higher number is in larger font, above and to the left of the lower number.

## B. TRAFFICABILITY



A tank icon with “**SLOW**” or “**NO**” on it indicates the card has **limited trafficability to all vehicles**.

“**SLOW**” means a vehicle must stop moving when it enters that card.

“**NO**” means a vehicle may not enter the card. (**See 7.3.1.**)

## C. LINE OF SIGHT BORDER

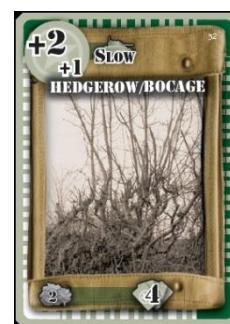
There is a border around the perimeter of each card that consists of white and dark segments. Dark borders block the tracing of Lines of Sight (LOS) but white borders do not. (**See 5.2.1.**)



Card with only Dark Borders



Card with only White Borders



Card with both Dark and White Borders

Because there can be eight cards adjacent to a given terrain card, the border of each card is divided into eight areas.

Use the **solid area** on the appropriate corner when **fire enters the target card from a card diagonally adjacent**.

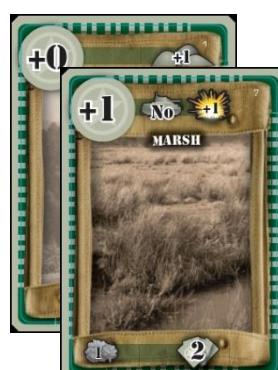
Use the **dashed area** on the appropriate side when **fire enters from a card orthogonally adjacent**.

## D. Hills

You place other Terrain Cards on top of Hill Cards to **raise the elevation of the top card by one level**.



A Hill Card



other Terrain Card on top of a Hill Card

**Multiple hills** may be played on top of each other, **each one raising the level by one**. It helps to offset a Terrain Card slightly from the underlying Hill Card so it is easily recognizable. ([See 5.2.2.](#))

#### E. LZ Potential



In campaigns where helicopters are used, this notation indicates the card may be used as a Landing Zone. ([See 7.3.2.](#))

#### F. Cover Potential

Cover is an abstraction of the finding and use of specific locations within a card that give more protection.



On the **lower left of each card** is an icon (usually a tree or a building) containing a number. That number indicates the **maximum number of Cover Markers that can be found on the card**.



On the **lower center of each card** is an icon of cards, also containing a number. That number indicates **how many cards to draw when attempting to locate a Cover Marker**. ([See 5.2.3.](#))

#### G. Elevation /Multi-Story



Some cards have an icon in the upper right that indicates if the card contains **elevation differences** (plus or minus 1 level) or a **multistory building**. ([See 5.2.2.](#))

#### H. Incoming VOF Modifier



If a card has a **Burst** icon on it, **apply the number** in that icon as a modifier to any **Incoming Volume of Fire (VOF)**. ([See 6.2.2.](#))

#### I. Capacity

Though it is not printed on the cards, **every card has a maximum capacity for any one side of 16 Steps and 4 vehicles**. As long as Steps are embarked on the vehicles **they do not count against this limit**.

### 1.2.2. Action Cards

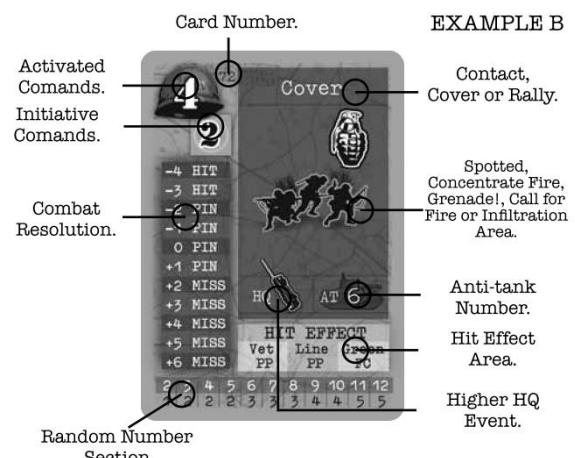
Action Cards are used in all campaigns. They serve the purpose that charts and dice serve in many “traditional” war games.

#### A. Command Section



This section at the **top left of each card** has two numbers, a **large one in a helmet** on the top left, and a **smaller one in a US star symbol** below and to the right of the first number.

- The number in the **helmet** indicates how many commands are available to an HQ **when it is activated**.
- The smaller number in the **star symbol** tells how many commands are available to an HQ that has not been activated, which is known as **initiative**.

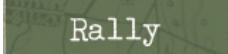


## B. Action Attempt Section

The whole upper right quadrant of the card is the **Action Attempt Section**, and the items in that section ("Contact," "Spotted," "Higher HQ," and "Anti-tank Number") are described elsewhere in the rules.

This Chart gives you details on each of the Symbols that show up in the **Action Attempt Section** of the Action cards that you'll draw throughout the game.

Important: in every case below, **draw ALL of the cards allowed for each action attempt**, regardless of early success. For instance, if you are directed to draw 4 cards for an Attempt to Seek Cover action, and the first drawn contains the word **Cover** at the top, **you must continue and draw the other three cards**, even though you were successful on the first draw.

|    | <p><b>Cover:</b> Anytime you perform an <b>Attempt to Seek Cover Action</b> [See 5.1 and 5.2.3] you will draw a number of cards equal to the <b>Cover Draw number</b> at the bottom center of the terrain card.</p> <ul style="list-style-type: none"> <li>If any of the cards <b>contains</b> the word <b>COVER</b> at the top, <b>the Seek Cover action is successful. Place the unit in Cover</b>.</li> <li>If the word <b>COVER</b> is not present on any of the drawn cards, <b>the attempt fails</b>.</li> </ul>  |                   |            |                        |       |       |         |         |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
|--|---|-------------------|------------|------------------------|-------|-------|---------|---------|-----------------|-------|-------|---------|--------|-------|--------|-----------------------------------|----------|----------|----|---|----|---|----|---|--|--|--|----|---|----|---|----|---|
|  | <p><b>Contact:</b> Any time you <b>Evaluate a Potential Contact Marker</b> [3.7.1.b], you will first remove the PC marker from the card, then refer to the <b>Potential Contact Draw Chart</b> (on the Charts &amp; Tables Card) to determine how many Action Cards you will draw. You then draw the indicated number of Action Cards.</p> <table border="1" data-bbox="711 842 1111 1066"> <caption>POTENTIAL CONTACT DRAW CHART</caption> <thead> <tr> <th rowspan="2">Type of PC Marker</th> <th rowspan="2">No Contact</th> <th colspan="3">Current Activity Level</th> </tr> <tr> <th>Contact</th> <th>Engaged</th> <th>Heavily Engaged</th> </tr> </thead> <tbody> <tr> <td>A</td> <td>Auto</td> <td>7</td> <td>5</td> <td>3</td> </tr> <tr> <td>B</td> <td>Auto</td> <td>5</td> <td>3</td> <td>2</td> </tr> <tr> <td>C</td> <td>4</td> <td>3</td> <td>2</td> <td>1</td> </tr> </tbody> </table> <ul style="list-style-type: none"> <li>If any of the drawn cards <b>have the word CONTACT</b> at the top, <b>you have made contact with a new enemy package</b>. Check to see if you need to change the <b>Activity Level</b> and proceed with <b>enemy package placement</b> [9.2].</li> <li>If <b>CONTACT</b> is not found on any of the drawn cards, <b>no enemy contact is made</b> (but the PC marker is still removed).</li> </ul> <p><b>ACTIVITY LEVELS:</b></p> <ul style="list-style-type: none"> <li>No Contact: No VOF or PDF Markers on map and no enemy units spotted.</li> <li>Contact: One friendly occupied card is under a VOF Marker.</li> <li>Engaged: 2+ friendly occupied cards are under VOF Markers.</li> <li>Heavily Engaged: Engaged, and at least one card has both enemy and friendly units on it.</li> </ul> | Type of PC Marker | No Contact | Current Activity Level |       |       | Contact | Engaged | Heavily Engaged | A     | Auto  | 7       | 5      | 3     | B      | Auto                              | 5        | 3        | 2  | C | 4  | 3 | 2  | 1 |  |  |  |    |   |    |   |    |   |
| Type of PC Marker  | No Contact  |                   |            | Current Activity Level |       |       |         |         |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
|  |   | Contact           | Engaged    | Heavily Engaged        |       |       |         |         |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
| A  | Auto  | 7                 | 5          | 3                      |       |       |         |         |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
| B  | Auto  | 5                 | 3          | 2                      |       |       |         |         |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
| C  | 4   | 3                 | 2          | 1                      |       |       |         |         |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
|  | <p><b>Rally:</b> Anytime you perform a <b>Rally Action</b> [See 4.2.3] that lists "2(+/-) for Rally" in the Draw Column of the <b>Rally Actions Table</b>, you draw two cards (possibly adjusted for the experience of the unit that is attempting to rally).</p> <ul style="list-style-type: none"> <li>If either of the cards <b>contains the word RALLY</b> at the top, <b>the Rally Action is successful. Rally the unit</b>.</li> <li>If the word <b>RALLY</b> is not present on any of the drawn cards, <b>the attempt fails</b> and the unit remains in its current morale state.</li> </ul>   |                   |            |                        |       |       |         |         |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
|  | <p><b>Burst:</b> Whenever you perform a <b>Call for Fire Action</b>, you draw the number of cards specified in the Mission instructions for the particular unit that is Calling for Fire, possibly adjusted for the experience of the unit (Draw one extra card if the fire is pre-registered [6.7.5]).</p> <table border="1" data-bbox="558 1792 1270 2016"> <caption>Fire Support Available</caption> <thead> <tr> <th rowspan="2">Agency</th> <th rowspan="2">Ammo</th> <th rowspan="2">Mod</th> <th colspan="5">Draws</th> <th rowspan="2"># FMs</th> </tr> <tr> <th>FAC</th> <th>Arty FO</th> <th>Mtr FO</th> <th>CO HQ</th> <th>PLT HQ</th> </tr> </thead> <tbody> <tr> <td>15<sup>th</sup> FA Bn<br/>(105mm)</td> <td>HE<br/>WP</td> <td>-5<br/>-4</td> <td>NA</td> <td>2</td> <td>NA</td> <td>1</td> <td>NA</td> <td>4</td> </tr> <tr> <td></td> <td></td> <td></td> <td>NA</td> <td>2</td> <td>NA</td> <td>1</td> <td>NA</td> <td>1</td> </tr> </tbody> </table> <p>Battalion Fire Missions are <i>not</i> available for Artillery Fire Missions</p> <ul style="list-style-type: none"> <li>If any of the drawn cards <b>contains the Burst Icon</b>, <b>the Call for Fire is successful</b> and you will place a <b>Pending Fire marker</b> on the target card (and expend one fire mission on the Mission Log).</li> <li>If the <b>Burst Icon</b> is not present on any of the drawn cards, <b>the attempt fails</b>.</li> </ul>   | Agency            | Ammo       | Mod                    | Draws |       |         |         |                 | # FMs | FAC   | Arty FO | Mtr FO | CO HQ | PLT HQ | 15 <sup>th</sup> FA Bn<br>(105mm) | HE<br>WP | -5<br>-4 | NA | 2 | NA | 1 | NA | 4 |  |  |  | NA | 2 | NA | 1 | NA | 1 |
| Agency   | Ammo  |                   |            |                        | Mod   | Draws |         |         |                 |       | # FMs |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
|  |   | FAC               | Arty FO    | Mtr FO                 |       | CO HQ | PLT HQ  |         |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
| 15 <sup>th</sup> FA Bn<br>(105mm)  | HE<br>WP  | -5<br>-4          | NA         | 2                      | NA    | 1     | NA      | 4       |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |
|  |   |                   | NA         | 2                      | NA    | 1     | NA      | 1       |                 |       |       |         |        |       |        |                                   |          |          |    |   |    |   |    |   |  |  |  |    |   |    |   |    |   |

**Battalion Fire Missions:** Note that several cards include **THREE** Burst Icons. These represent Battalion Fire Missions.



| Agency                         | Ammo | Mod | Draws |         |        |       |        |   | # FMs |
|--------------------------------|------|-----|-------|---------|--------|-------|--------|---|-------|
|                                |      |     | FAC   | Arty FO | Mtr FO | CO HQ | PLT HQ |   |       |
| 15 <sup>th</sup> FA Bn (105mm) | HE   | -5  | NA    | 3       | 2      | 2     | NA     | 4 |       |
|                                | WP   | -4  | NA    | 3       | 2      | 2     | NA     | 1 |       |
| Bn Mortar Plt (81mm)           | HE   | -3  | NA    | 2       | 3      | 2     | NA     | 3 |       |
|                                | WP   | -3  | NA    | 2       | 3      | 2     | NA     | 1 |       |
| Rgt Cannon Co. (105mm)         | HE   | -4  | NA    | 3       | 3      | 2     | NA     | 3 |       |
|                                | WP   | -4  | NA    | 3       | 3      | 2     | NA     | 1 |       |

Battalion Fire Missions are available for Artillery Fire Missions

If you draw one of these during a Call for Fire Action, and the **Mission Instructions** say that **Battalion Fire Missions are available for your current mission**, then **choose two cards bordering your original target card** and place **Pending Fire Mission markers** on these cards as well as the original target (note that this is the ONLY time an Unspotted enemy unit can ever intentionally be placed under a VoF marker)



**Short Rounds:** If one of the drawn cards in a **Call for Fire Action** has a Burst Icon with the word “**Short**” inside, the fire mission has gone awry.

- For **artillery fire**, place the **Pending Fire marker one card closer to the Observer** along its LOS, unless the Observer is calling for fire on his own card. In that case, randomly choose a bordering card and place it there.
- For **air strikes**, randomly choose a card bordering the intended target card and place the marker there.



**Crosshairs:** This icon is used for both **Spotting Attempts** and **Attempt to Concentrate Fire Actions**.

- **Spottin Attempt:** When you make an **Attempt to Spot Action**, check the **Spotting Attempt Draw Modifiers Chart** to determine the number of Action Cards to draw (the minimum draw for a Spotting attempt is one card).

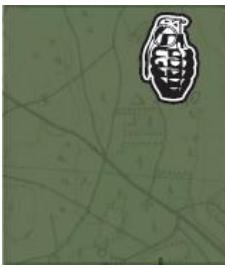
| SPOTTING ATTEMPT DRAW MODIFIERS CHART |     |   |
|---------------------------------------|-----|---|
| Spotting Recipient is:                | Mod |   |
| Green                                 | -1  | Base draw is 2 Action Cards; minimum is 1 |
| Veteran                               | +1  |   |
| On a higher elevation                 | +1  |   |
| Target is:                            |     |   |
| Under cover                           | -1  |   |
| A Sniper or FO                        | -1  |   |
| Veteran                               | -1  |   |
| Green                                 | +1  |   |
| On same card as spotter               | +1  |   |
| Exposed                               | +2  |   |
| Target's card has:                    |     |   |
| +3 or more Cover value                | -1  |   |
| +0 Cover value                        | +1  |   |
| VOF of A                              | +1  |   |
| VOF of H or G!                        | +2  |   |

If any of the drawn cards **contains a Crosshairs icon**, the spotting attempt is successful and the enemy unit is now spotted. Place friendly PDFs and VoF as needed.

- **Attempt to Concentrate Fire.** When you make an **Attempt to Concentrate Fire**, draw two cards (possibly adjusted for the experience of the unit that is attempting to concentrate its fire).



If any of the drawn cards **contains a Crosshairs icon**, the attempt is successful. Place a “**-1 Concentrate Fire**” marker on either a targeted cover marker **or** on a random enemy unit not under cover on the targeted card.



**Grenade:** When you make an **Attempt to Make a Grenade Attack**, draw two cards (possibly adjusted for the experience of the unit that is attempting the attack).

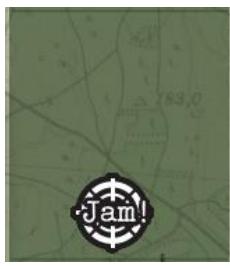


If any of the drawn cards **contains a Grenade icon**, the attempt is successful. Place a “**Grenade**” VoF marker on the **targeted unit or cover marker**.



If the drawn cards **contain no Grenade icons**, the attack fails. Place a “**Grenade Miss**” VoF on the CARD  
**(this VoF affects the entire card – friendly and enemy units)**.

Note that if the Grenade attempt is made (whether successful or not) against enemy units on the same card as the attacker, the target unit (all target units under the cover if the target was a cover marker) gets an immediate free Attempt to Make a Grenade Attack in response.

|   |   |
|---|---|
|     | <p><b>Infiltrate:</b> (<i>Not for units with an H or A with an arrow symbol</i>): When you make an <b>Attempt to Infiltrate an Adjacent Card</b> (remember: in order to do this, either the origin or destination card must contain a VoF marker), draw two action cards (possibly adjusted for the experience of the unit that is attempting to infiltrate).</p> <p>If this is a <b>platoon infiltration attempt</b>, <u>draw cards for each unit of the platoon separately.</u></p> <ul style="list-style-type: none"> <li>• If any of the drawn cards <b>contains an Infiltrate icon</b>, the <u>attempt is successful</u>. Place the infiltrating unit on the destination terrain card, <u>but do not mark it with an Exposed marker</u>. (It may also enter a vacant or friendly-occupied cover marker on the new card.)</li> <li>• If <b>none</b> of the drawn cards contains the <b>Infiltrate icon</b>, <u>the attempt fails</u>. Place the unit on the destination card (under cover is allowable, as above) <u>and mark it with an Exposed marker</u>.</li> </ul> |
|     | <p><b>Jam:</b> If a <b>one-step Weapons Team</b> (armed with a machine gun, bazooka, rocket launcher, recoilless rifle, etc.) draws a card with the <b>Jam symbol</b> on it when <b>either</b> attempting a <b>Grenade attack</b> or a <b>Concentrate Fire action</b>, that Weapons Team has suffered a serious weapon malfunction.</p> <p><b>Flip the team to its Fire Team side for the remainder of the mission.</b></p> <br> <p>[Note: a Jam result negates any successful draw that a weapons team might make on that same Concentrate Fire or Grenade Attack action attempt].</p>   |
|  | <p><b>AT #:</b> This is the <b>Anti-Tank number</b>. You add this number to the <b>AT modifier</b> to get a final sum during <b>Anti-Tank Combat</b>. That sum is then referenced on <b>the Anti-Armor Table</b> to determine a final combat result.</p>  |
|  | <p><b>HQ:</b> During both the <b>Friendly Higher HQ Event Phase</b> and the <b>Enemy Higher HQ Event Segment</b> of each turn <u>except turn 1</u>, you will draw <u>one card</u> to determine whether there is any new higher HQ activity this turn.</p> <p>If the drawn card <b>contains the HQ Symbol</b>, <u>a Higher HQ Event Occurs</u>. <b>Draw another action card</b>, checking the <b>random number section at the bottom</b>, and refer to either the <b>Friendly or Enemy Higher HQ Event Table</b> (depending on which phase you were in when you triggered the event) in the <b>Mission Briefing</b> to resolve the event.</p>  |

### C. Combat Resolution

|    |      |
|----|------|
| -4 | HIT  |
| -3 | HIT  |
| -2 | HIT  |
| -1 | HIT  |
| 0  | HIT  |
| +1 | PIN  |
| +2 | PIN  |
| +3 | PIN  |
| +4 | PIN  |
| +5 | MISS |
| +6 | MISS |

This section appears along the **left side** of the card and vertically lists numbers from -4 to +6 and HIT, PIN or MISS.

The number is the **net modifier** for Volume of Fire plus Cover & Concealment and various other conditions.

The words **HIT, PIN or MISS** indicates whether the target has taken effective fire.

### D. Hit Effect Section

| HIT EFFECT |      |       |
|------------|------|-------|
| Vet        | Line | Green |
| C          | C    | PF    |

This section is just below the Action Attempt section and is used when an **infantry unit is HIT** to determine the effect of that hit based on the Experience Level of the target unit (Veteran, Line, or Green).

### E. Random Number Section (R#)

Along the bottom of the card is the **random number generator**. Many game functions require that something be determined randomly among a variety of options.

|   |   |   |   |   |   |   |   |    |    |    |
|---|---|---|---|---|---|---|---|----|----|----|
| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 2 | 2 | 3 | 4 | 4 | 5 | 6 | 7 | 7  | 8  | 8  |

The top number is the number of options and the bottom number is the result to use. For instance, to determine which of 3 options to use, just draw a card, find the 3 column, and note that 2 is under the 3. Thus, you would use option 2.

|   |   |   |   |   |   |   |   |    |    |    |
|---|---|---|---|---|---|---|---|----|----|----|
| 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 |
| 2 | 2 | 3 | 4 | 4 | 5 | 6 | 7 | 7  | 8  | 8  |

#### F. Drawing Cards



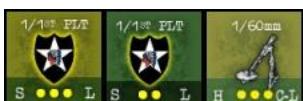
To insure the Action deck is randomized sufficiently to give the proper distribution of results, most activities require a number of cards be drawn. **Always draw the full number to determine the result;** do not draw until a result happens and stop short.

If you encounter the **reshuffle card**, set it aside, reshuffle, and then place the reshuffle card back somewhere near the middle of the deck. Once reshuffled, finish drawing the cards and then flip them to determine the result.

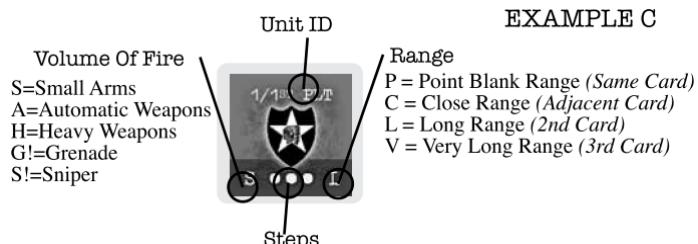
### 1.2.3. Units

Any non-vehicle unit is an infantry unit and has a unit identifier, a unit symbol, possibly a Volume of Fire (VOF) Rating, a number of Steps, and possibly a Range Rating.

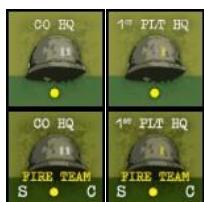
#### A. Squads



A **squad** is a unit of two or three Steps and is the **primary infantry combat unit of maneuver** in the game.



#### B. Headquarters (HQs)



These are **one Step units** that function as the command elements of the Company.

- They have no VOF or Range Ratings listed **on the front**. This is its **command mode side**, used when the unit commands itself and other units to perform actions.
- The **reverse side is its Fire Team side** that has VOF and Range Ratings. This side is used when the unit engages directly in combat and limits its ability to serve its primary command function.

#### C. Forward Observers (FOs)/Spotters



These are **one Step units** whose purpose is to call in indirect fire missions from mortars, artillery, or to control close air support.

- They have no VOF or Range listed **on the front**, which is the **observer side**.
- On the back is the Fire Team side** that has VOF and Range Ratings and is used when the unit engages directly in combat. Such a unit cannot call in fire when it is on its Fire Team side.

## D. Weapons Teams



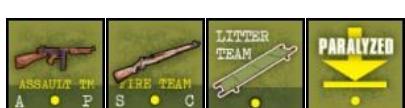
These are **one Step units** that represent the crew that operates specific crew-served weapons such as **machine-guns, rocket launchers, mortars, and recoilless rifles**.

## I. Vehicles/Aircraft



Each of these units represents a **single vehicle or aircraft**. Additional information for vehicles and aircraft that would not fit conveniently on the counter is located on the Player Aid Card.

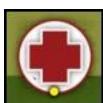
## F. Limited Action Teams (LATs)



These units are **one Step units** labeled as **Assault, Fire, Litter, or Paralyzed Teams**.

They are created **during the course of play by combat or by command**. Each has its own set of limitations.

## G. Casualties



These are **one Step units** that represent soldiers killed or injured enough to be hors de combat.

These units have no capability.

They exist to be potentially **evacuated or captured**

## H. Staff



These are one Step units that assist the Company HQ or the Higher HQ. For the **Company level** these are the **Executive Officer (XO)** and the **first Sergeant (1st Sgt)**.



At the **higher HQ level** the term Staff encompasses the **Regimental or Brigade Commander (Rgt/Bde Cmdr)**, **Battalion Commander (Bn Cmdr)**, or the **Battalion Operations Officer (BN S-3)**.

The two levels, Company and Higher, function differently in the course of the game.

**All Battalion Level Staff units** are considered to have an **Experience Level of Line**.

## I. Runners



These are one step units with no ratings. They allow the Company HQ to communicate with a Platoon HQ when no radio or telephone network is available.

The runners functionally cannot be assigned to platoons, they move between the CO HQ and PLT HQs and Staff. The other teams and assets could be assigned to platoons.

## J. Assets



These counters represent various **pieces of equipment** such as **radios, phones, phone lines, or pyrotechnic devices**. These are normally held on the **Command Display** to ease allocation and reduce clutter on the map.

### 1.2.4. Markers

Fields of Fire uses a variety of informational markers to reduce record keeping on paper and the amount of information the player needs to remember.

#### A. Combat (VOF, PDF, Concentrated Fire, Crossfire)



These are colored red.

Use them to determine the net combat modifier when resolving combat.

#### B. Exposed/Pin



Use the **front side** of these to mark units exposed during movement and the **reverse side** for units that are pinned during combat.

Each side has a modifier that is part of the net combat modifier for any marked units.

#### C. Tactical Control



These markers represent the **graphical controls** that Line commanders put on their maps to help control fire and maneuver. (See 2.4.1.)

#### D. Cover



There are three basic types of Cover Markers:

- basic (blue),
- urban (dark blue), and
- field fortifications (brown).

These represent **specific locations** within the area of the card that provide greater protection. (See 5.2.3.)

### E. Ammo

Ammunition is only tracked for certain types of weapons, and that is done on the **Mission Log**.

The image shows a 2x2 grid of weapon options. The top-left cell contains an icon of a rocket with the text "Rkt AMMO" above it and the number "1" below it. The top-right cell contains an icon of a missile with the text "Mtr AMMO" above it and the number "1" below it. The bottom-left cell contains an icon of a machine gun magazine with the text "MG AMMO" above it and the number "4" below it. The bottom-right cell contains the text "OUT OF AMMO" in large, bold, white letters.

However, when ammo is transported around the battlefield, these markers represent that ammo.

The number on each marker indicates the number of ammo points it represents.

#### **F. Potential Contact/Current Activity**



The **Potential Contact** and the **Current Activity Markers** work together to regulate the appearance of the enemy during the course of a mission. (See 9.1.)

## G. Weather /Visibility



The **Visibility Marker** is used to remind the player how the **current visibility condition** affects the net combat modifier.

### 1.2.5. Player Aids

#### A. Mission Log - 2 sided, expendable

A sheet of the Mission Log is used during a mission to track the following information:

- Company organization
- Unit Experience Levels
- Casualties
- Ammunition available and expended
- Fire missions available and expended
- Pre-designated actions for available pyrotechnic signals
- Units or Steps not committed to the mission

## B. Player Aid Card(s)

These contain the charts and tables needed for play.

## C. Command Display



This is the one-sided card with a number track and holding boxes. The track is used to record the turn and any saved commands. There are holding boxes for distributing assets like radios, phones, and pyrotechnic devices among the HQs and Staff Officers, as well as boxes for evacuated casualties and units removed from play.

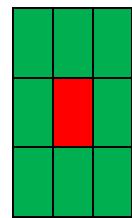
## D. Briefings Booklet

This booklet contains the following information:

- An introductory section explaining its use.
- **For each campaign**, Campaign Instructions showing the **Company organization**, the **equipment available**, and an **Enemy Force Packages Table** showing the composition of revealed enemy forces.
- **For each mission**, Mission Instructions detailing all the information necessary to **setup, play, and determine completion and experience** for each of the 21 missions in the game. Generally, the first page of each mission's instructions contains information about the US forces, while the second page contains information about the enemy forces.
- Historical information for each campaign.

## 1.2.6. Glossary

**Adjacent** - To be on a card next to a given card is to be adjacent to that card. Including diagonals, there are eight possible adjacent cards to any specific card.



**Asset** - An asset is a piece of **equipment** that promotes **command and control or visibility**.

Assets include **pyrotechnics** (smoke grenades and flares—see 4.3.6.), **radios** (see 4.3.5.), and **telephones** (see 4.3.4.). HQs and Staff units normally carry these.

For **HQ and Staff** place them in the applicable boxes on the **Command Display** until ready for use, **other units** may carry and use them by placing them under that unit.



**Attachments** — These are **additional units listed in the instructions** for each mission that are available for that mission.

Units that are assigned to you in the Mission Instructions automatically have an Experience Level of Line.

| Attachments |                    |                          |                        |
|-------------|--------------------|--------------------------|------------------------|
| Unit Type   | No. Assets or Ammo | Formation                |                        |
| Arty FO     | 1                  | SCR300 Arty FD Net Radio | 15 <sup>th</sup> FA Bn |
| Mtr FO      | 1                  | SCR300 Mtr FD Net Radio  | Bn 81mm Mortar Plt     |

Assign each such unit to a specific HQ on the **Mission Log** before the beginning of a mission. (See 2.3.3.)

## FIELDS OF FIRE COMPANY ROSTER

### ATTACHMENTS:

| Unit    | Experience | Casualties | Ammo |
|---------|------------|------------|------|
| Arty FO | Line       |            |      |
| Mtr FO  | Line       |            |      |

**Basic VOF** — Fire from a combat unit as per the counter: Small Arms (S), Automatic Weapons (A), and Heavy Weapons (H). Includes All Pinned.



**Chain of Command** — All units belong to a particular HQ at the beginning of a mission. HQs can only issue commands to subordinate units and HQs, and to itself. For example, a unit of the 1st Platoon receives orders from the 1st Platoon's HQ. The 1st PLT HQ is subordinate to the CO HQ. The CO HQ is subordinate to the Battalion HQ, which is subordinate to the Regimental HQ. This means that a unit of the 1st Platoon can receive orders from the 1st PLT HQ, CO HQ, Battalion HQ, Regimental HQ, or their Staffs, but it cannot receive orders from the 2nd PLT HQ. Limited Action Teams may receive orders from any HQ or Staff unit.

**Combat Units** — Combat Units include any good order units, Assault or Fire Teams, and any unit with a printed VOF value.

**Commands and Actions** — HQs exert command and control through the use of **Command Points**. The more Command Points held by an HQ, the greater its ability to direct its units in carrying out their objective. You get **Command Points** for an HQ by drawing an Action Card and consulting the Command Section of the Card (1.2.2.a) to determine the number of activated or initiative Command Points received. Then, have the HQs spend Command Points for Actions, causing units to perform various activities such as moving, firing, and rallying. (See 4.)

**Convert** — To convert a unit means to change a unit's ability as the result of combat and Actions. You convert Steps, Teams, and LATs into various LATs as you play out a mission.

**Current Activity Level** — No Contact, Contact, Engaged and Heavily Engaged.



**Engaged** — A unit projecting a VOF marker.



**Experience Levels** — A unit's experience governs its chances of successfully completing Actions.

Experienced units are more likely to complete Actions successfully. All Infantry Units have an **Experience Level** of Green, Line, or Veteran. Units start a campaign at the Experience Level prescribed by the **Campaign Section** in the **Briefings Booklet**.

During a mission, the Company gains Experience Points, which increase the Experience Level of surviving units for the next mission.

| Experience Points                              |                |
|--|----------------|
| Task   | Points         |
| Secure the Primary Objective card              | 5              |
| Secure the Secondary Objective card            | 4              |
| Secure the Attack Position card                | 3              |
| Clear another card that had a PC A marker      | 2 per card     |
| Clear another card that had a PC B or C marker | 1 per card     |
| Capture enemy prisoners                        | 2 per step     |
| Capture an enemy casualty                      | 1 per step     |
| Perform a successful Grenade! Attack           | 1 per attack   |
| Complete HQ Event marked * that turn           | 1 per event    |
| Successfully evacuate a friendly casualty      | 1 per casualty |

(From WWII Campaign: Mission 1)

## CAMPAIGN 1: WORLD WAR II NORMANDY, FRANCE, JUNE 8 THROUGH AUGUST 16, 1944

| Order of Battle for your Company  |                   |         |            |
|---|-------------------|---------|------------|
| Formation   | Unit              | Steps   | Experience |
| CO HQ   |                   | 1       | Green      |
| CO XO   |                   | 1       | Green      |
| CO 1st Sgt  |                   | 1       | Line       |
| Company Headquarters  | 1/50 Cal HMG Team | 1       | Line       |
|   | Runner            | 1       | Line       |
|   | Runner            | 1       | Line       |
|   | Jeep              | Vehicle | Line       |
| Light Machinegun Section  | 1 / Wpns (Note A) | 1       | Line       |
|   | 2 / Wpns (Note A) | 1       | Line       |
|   | 1 / Wpns (Note B) | 1       | Line       |
| Bazooka Section   | 2 / Wpns (Note B) | 1       | Line       |
|   | 3 / Wpns (Note B) | 1       | Line       |
| 60mm Mortar Section<br>(Must select which to use before starting mission and can't change later.) | Either 1 / 60mm   | 3       | Line       |
|   | 2 / 60mm          | 1       | Line       |
|   | Or 3 / 60mm       | 1       | Line       |
|   | 4 / 60mm          | 1       | Line       |
| 1st Rifle Platoon   | 1st PLT HQ        | 1       | Green      |
|   | 1 / 1st PLT       | 3       | Line       |
|   | 2 / 1st PLT       | 3       | Line       |
|   | 3 / 1st PLT       | 3       | Line       |
| 2nd Rifle Platoon   | 2nd PLT HQ        | 1       | Green      |
|   | 1 / 2nd PLT       | 3       | Line       |
|   | 2 / 2nd PLT       | 3       | Line       |
|   | 3 / 2nd PLT       | 3       | Line       |
| 3rd Rifle Platoon   | 3rd PLT HQ        | 1       | Green      |
|   | 1 / 3rd PLT       | 3       | Line       |
|   | 2 / 3rd PLT       | 3       | Line       |
|   | 3 / 3rd PLT       | 3       | Line       |
| Total Steps:  |                   | 44      |            |

**Good Order Unit** — This is any Infantry Unit that is **not a Limited Action Team** and **not PINNED**.

**Illuminated** — This refers to a Terrain Card lit by illumination devices.



**Infantry Unit** — Any unit that is **not a vehicle** is an **Infantry Unit**. If the term Unit is used in the rules, assume it is an Infantry Unit.

**Occupied, Cleared, and Secured Cards** — A terrain card is Occupied when there is at least one friendly unit on the card. A terrain card is Cleared if there are no enemy units or Potential Contact Markers on the card. A terrain card is Secured

when it is both Occupied and Cleared. Ignore any enemy casualties or VOF Markers on a card when determining if the card is Cleared.



Occupied Card



Cleared Card



Secured Card

**Primary Direction of Fire (PDF)** — A marker which **indicates the direction to a given unit's VOF marker**. A PDF marker is **not placed** if you engage an enemy unit **on your same card**.



**Reconstitute** — To reconstitute means to make a battlefield promotion of a **good order unit** to replace (between missions) the CO HQ or a Platoon HQ that was removed from play OR to put a squad back into play (during a mission) from 2 or 3 teams. ([See 10.1.](#))

**Removed from play** — Remove from the map any unit replaced by other counters, such as a squad that drops below two Steps and becomes a Fire Team or any team that is converted to a Litter Team, Paralyzed Team, or Casualty. A unit removed in this way can only be returned via reconstituting. ([See 10.1.](#))

**Special VOFs (these require an attempt)** — Sniper, Incoming, Mines, and Grenade.



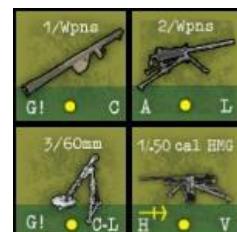
**Steps** — A step is the common measurement of unit size in the game. Units have between one and three steps, with **each step** representing between two and four men. Units with two or three steps may break down into different units during play, either **voluntarily** or as a **result of combat**. Because these units have various weapons, a diagram is provided at the **end of the rules** to show how various units break down.

**Team** — A Team is **any 1 Step unit**. There are several varieties of Teams used in the game.

**FO Team** - A forward observer unit that provides fire support from off-map agencies such as artillery, mortars, and aircraft.



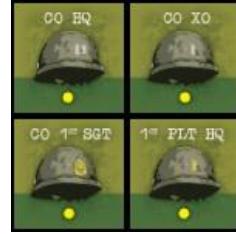
**Weapons Team** – A unit composed of a particular weapon and its crew, including machine-guns, recoilless rifles, and mortars.



**Limit Action Team (LAT)** - A unit created by Commands or as the result of combat during the Combat Effects Phase. As their name suggests, they have limits on their abilities. LAT is a collective abbreviation referring to the four types of LATs: Assault, Fire, Litter, and Paralyzed Teams



**Command & Control Team** – All HQs, Staff, and runner units



**Vehicle** -- Vehicles include helicopters and tracked, half-tracked, and wheeled vehicles. (**See 7.**)



**Volume of Fire (VOF)** – See Basic VOF and Special VOF.

### 1.2.7. Common Abbreviations

#### GENERAL ABBREVIATIONS

|                              |                                 |
|------------------------------|---------------------------------|
| BDE – Brigade                | NCM – Net Combat Modifier       |
| BN – Battalion               | NET – Network (Phone or Radio)  |
| CAS – Close Air Support      | PDF – Primary Direction of Fire |
| CO – Company                 | PLT – Platoon                   |
| FAC – Forward Air Controller | RCL – Recoilless Rifle          |
| FO – Forward Observer        | RGT – Regiment                  |
| FM – Fire Mission(s)         | RKT – Rocket Launcher           |
| FPF – Final Protective Fire  | SGT – Sergeant                  |
| FPL – Final Protective Line  | SQD – Squad                     |
| HQ – Headquarters            | TM – Team                       |
| LAT – Limited Action Team    | VOF – Volume of Fire            |
| LOS – Line of Sight          | XO – Executive Officer          |
| MTR – Mortar                 |                                 |

#### VOLUME OF FIRE ABBREVIATIONS

|                                   |
|-----------------------------------|
| S – Small Arms Fire               |
| A – Automatic Weapons Fire        |
| H – Heavy Weapons Fire            |
| G! – Grenade/Rocket Launcher Fire |
| S! – Sniper Fire                  |

#### RANGE ABBREVIATIONS

|                                      |                                   |
|--------------------------------------|-----------------------------------|
| P – Point Blank Range<br>(Same Card) | L – Long Range<br>(2nd Card)      |
| C – Close Range<br>(Adjacent Card)   | V – Very Long Range<br>(3rd Card) |

## 2 PREPARING FOR A MISSION

No Company commander would willingly enter a battle without properly organizing his command, understanding the assets available to him and their capabilities, and mapping out the terrain on which his soldiers will operate. Before you begin playing a mission of Fields of Fire, you will have to spend a little time doing these things, too.

### 2.1 CHOOSE A CAMPAIGN AND A MISSION

First, **choose one of the three campaigns**: Normandy World War II, Naktong Korea, or III Corps Vietnam. Then, **choose a mission from that campaign**. If you just want to play a single mission by itself, you can choose any mission. However, if you want to play the entire campaign, you should start with Mission 1.

Either way, look at your Company's Order of Battle in the Briefings Book to see what forces you have available, and check the mission instructions, especially the Mission Details section, for set-up information about that mission.

Here is an example of a campaign and mission instructions founded on the briefing booklet.

#### Campaign Instructions: FIELDS OF FIRE BRIEFING BOOKLET

2

| CAMPAIGN I: WORLD WAR II<br>NORMANDY, FRANCE, JUNE 8 THROUGH AUGUST 16, 1944<br>Order of Battle for your Company |                         |          |            | Equipment & Ammunition  | Number Per Mission                             | Notes                                |
|--|-------------------------|----------|------------|---|--|--------------------------------------|
| Formation  | Unit                    | Steps    | Experience |   |  |                                      |
| Company Headquarters   | CO HQ                   | 1        | Green      | BN TAC Net: SCR300 or Field Phone                               | 1  | Assigned to CO HQ                    |
|  | CO XO                   | 1        | Green      | CO TAC Net: SCR536 or Field Phone                               | 6  | Assigned to Company units as desired |
|  | CO 1 <sup>st</sup> Sgt  | 1        | Line       | Phone lines   | 8  |                                      |
|  | 1/.50 Cal HMG Team      | 1        | Line       | Rifle Grenades  | 3  | Maximum of 1 per platoon             |
|  | Runner                  | 1        | Line       | HC Smoke  | 2  |                                      |
|  | Runner                  | 1        | Line       | WP Smoke  | 2  |                                      |
| Light Machinegun Section   | Jeep                    | Vehicle  | Line       | Red Star Parachute (RSP)  | 1  |                                      |
|  | 1 / Wpns (Note A)       | 1        | Line       | Red Star Cluster (RSC)  | 1  |                                      |
|  | 2 / Wpns (Note A)       | 1        | Line       | Green Star Parachute (GSP)                                      | 1  |                                      |
|  | 1 / Wpns (Note B)       | 1        | Line       | Green Star Cluster (GSC)  | 1  |                                      |
| Bazooka Section  | 2 / Wpns (Note B)       | 1        | Line       | Red Smoke   | 1  |                                      |
|  | 3 / Wpns (Note B)       | 1        | Line       | Green Smoke   | 1  |                                      |
|  | Either                  | 1 / 60mm | 3          | Yellow Smoke  | 1  |                                      |
| 60mm Mortar Section<br>(Must select which to use before starting mission and can't change later.)                | 2 / 60mm                | 1        | Line       | Purple Smoke  | 1  |                                      |
|  | Or                      | 3 / 60mm | 1          | Handheld Illumination   | 8 per night mission                            |                                      |
|  | 4 / 60mm                | 1        | Line       | MG Ammo   | 4 per LMG                                      |                                      |
|  | 1 <sup>st</sup> PLT HQ  | 1        | Green      | MG Ammo   | 6 per HMG                                      |                                      |
| 1 <sup>st</sup> Rifle Platoon  | 1 / 1 <sup>st</sup> PLT | 3        | Line       | Rocket Ammo   | 3 per bazooka                                  |                                      |
|  | 2 / 1 <sup>st</sup> PLT | 3        | Line       | Mortar Ammo   | 4 per mortar unit                              |                                      |
|  | 3 / 1 <sup>st</sup> PLT | 3        | Line       | Tank Ammo   | 6 per tank                                     |                                      |
|  | 2 <sup>nd</sup> PLT HQ  | 1        | Green      | Grenade Attacks:<br>Use the -4 NCM for both the US and Germans. |  |                                      |
| 2 <sup>nd</sup> Rifle Platoon  | 1 / 2 <sup>nd</sup> PLT | 3        | Line       | Replacements:   | Receive 6 steps after completing each mission. |                                      |
|  | 2 / 2 <sup>nd</sup> PLT | 3        | Line       | Taking Prisoners:   | Both sides take prisoners.                     |                                      |
|  | 3 / 2 <sup>nd</sup> PLT | 3        | Line       |   |  |                                      |
|  | 3 <sup>rd</sup> PLT HQ  | 1        | Green      |   |  |                                      |
| 3 <sup>rd</sup> Rifle Platoon  | 1 / 3 <sup>rd</sup> PLT | 3        | Line       |   |  |                                      |
|  | 2 / 3 <sup>rd</sup> PLT | 3        | Line       |   |  |                                      |
|  | 3 / 3 <sup>rd</sup> PLT | 3        | Line       |   |  |                                      |
| Total Steps:   |                         | 44       |            |   |  |                                      |

**NOTES:** A. These are the MG teams with the A VOF Ratings. B. These are the Bazooka teams with the G! VOF Ratings. C. You must select which of these two options to use before starting each mission, and you can't change during the course of the mission. Also note that if you use the 1/60mm section and it is forced to breakdown due to combat, do not use the other teams listed here, but instead use regular fire teams.

## Mission Instructions:

### MISSION 1: TREVIERES OFFENSIVE

June 8 to 10, 1944; First Battle with the German Army

#### Mission Details

|                     |  |
|---------------------|--|
| Type                | Offensive  |
| Duration            | 10   |
| Visibility          | Daylight +0  |
| Map                 | 4 columns by 3 rows  |
| US Start            | Enter from staging area below Row 1  |
| Attempts            | You may attempt this mission a total of two times  |
| Mission Goal        | Occupy and clear of enemy forces the Primary and Secondary Objectives and clear Rows 1 and 2 of any enemy forces.  |
| Initial Placements  | Place the Primary and Secondary Objectives on any card of your choice in Row 3. Place an Attack Position on any card of your choice in Row 2 adjacent to either the Primary or Secondary Objectives. |
| Historical opponent | 352 <sup>nd</sup> Division, 90 <sup>th</sup> Brigade   |

## Company Organization for WWII Campaign



## 2.2 SET UP THE MAP

The **game map** in Fields of Fire consists of Terrain Cards drawn at random and arranged into a grid. The **Mission Details** will tell you how many rows and columns you need to lay out.

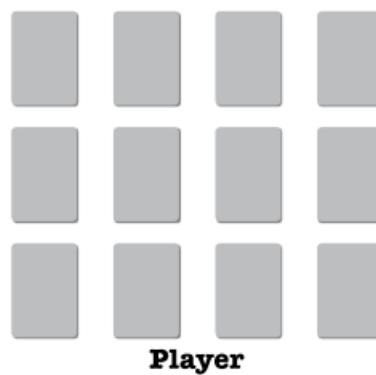
### MISSION 1: TREVIERES OFFENSIVE

June 8 to 10, 1944; First Battle with the German Army

#### Mission Details

|            |                                     |
|------------|-------------------------------------|
| Type       | Offensive                           |
| Duration   | 10                                  |
| Visibility | Daylight +0                         |
| Map        | 4 columns by 3 rows                 |
| US Start   | Enter from staging area below Row 1 |

Columns extend vertically **away from you**, while rows extend horizontally **across your front**. Thus, a 4-column, 3-row map would look like this:



### 2.2.1 Lay Out the Terrain Cards

Shuffle the terrain deck and (unless the Mission Details specify otherwise), randomly lay out the Terrain Cards in specified number of columns and rows.

## Example of a map layed out. The entire setup will be showed



Unless the **Mission Details** tell you otherwise, place the Terrain Cards face-up; for some missions where the quality of maps available in the historical campaign was poor, you are instructed to place the cards face-down, but the default position is that you will know the layout of the battlefield in advance.

When laying out the grid, leave a little room between the rows so that if you turn up a hill card and have to draw an additional Terrain Card for that space, you can stagger their placement so that the hill card does not obscure the one underneath.

Also, allow some space between cards so that you can place markers between them as the need arises. Keep the deck handy, as the map may expand over the course of the mission and you will have to generate new terrain.

### Cards in the example:

|    |        |    |    |
|----|--------|----|----|
| 42 | 37     | 40 | 25 |
| 12 | (6) 28 | 54 | 23 |
| 22 | 7      | 34 | 27 |

## 2.2.2 Place Visibility, Current Activity and Potential Contact Markers

Consult the **Mission Details** for the **visibility level** and use the appropriate marker to indicate it. Set the **Current Activity level** by selecting the **No Contact marker**; by definition, every mission will start with No Contact as the Current Activity Marker. Place them near the top of the map, or anywhere they will serve you efficiently as reminders.

### MISSION 1: TREVIERES OFFENSIVE

June 8 to 10, 1944; First Battle with the German Army

| Mission Details |                     |
|-----------------|---------------------|
| Type            | Offensive           |
| Duration        | 10                  |
| Visibility      | Daylight +0         |
| Map             | 4 columns by 3 rows |



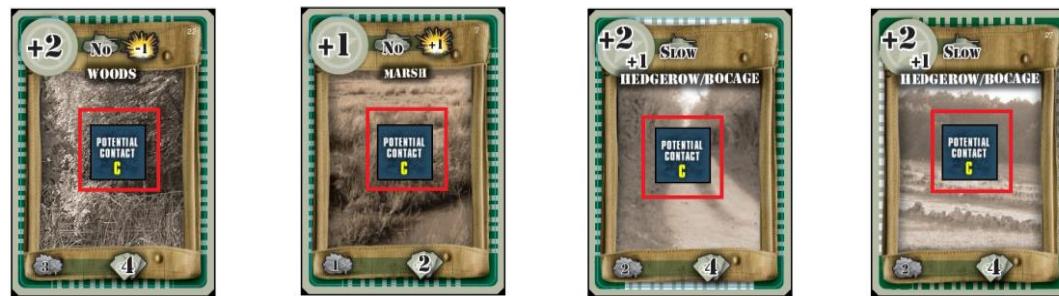
Place **Potential Contact Markers** according to the **Mission Instructions** ([see 9.1.2 for more on Potential Contact Markers](#)).

| MISSION 1 ENEMY INFORMATION |            |                             |         |        |        |
|-----------------------------|------------|-----------------------------|---------|--------|--------|
| Mission Details             |            | Potential Contact Placement |         |        |        |
| Hierarchy                   | Defensive  | Row                         | Random? | Side   | Letter |
| Tactics                     | Deliberate | 1                           | No      | Letter | C      |
| Experience                  | Line       | 2                           | No      | Letter | A      |
| Cover Marker                | Trenches   | 3                           | No      | Letter | B      |

| Ammo        |        | Spotter Information |     |       |
|-------------|--------|---------------------|-----|-------|
| Type        | Amount | Asset               | NCM | Draws |
| LMG         | 6      | Mortar Spotter      | -3  | 4 2   |
| HMG         | 8      | Artillery Spotter   | -4  | 3 2   |
| 88          | 6      |                     |     |       |
| Mortar Team | 6      |                     |     |       |

## Continued Example:



## 2.3 ORGANIZE YOUR COMPANY

### 2.3.1 Fill Out the Mission Log

All of the information that you need to fill out the **Mission Log** before start of play can be found in either the **Campaign Instructions** or the **Mission Information**. Note the **Experience Level** and **ammunition** for all available units and record information about available fire support.

Example of filling some parts of the company roster:

## CAMPAIGN 1: WORLD WAR II

NORMANDY, FRANCE, JUNE 8 THROUGH AUGUST 16, 1944

| Order of Battle for your Company |                   |       |            |
|----------------------------------|-------------------|-------|------------|
| Formation                        | Unit              | Steps | Experience |
| Company Headquarters             | CO HQ             | 1     | Green      |
|                                  | CO XO             | 1     | Green      |
|                                  | CO 1st Sgt        | 1     | Line       |
|                                  | 1/50 Cal HMG Team | 1     | Line       |
|                                  | Runner            | 1     | Line       |
|                                  | Runner            | 1     | Line       |

## FIELDS OF FIRE COMPANY ROSTER

| MISSION:          | TURNS:     | EXPERIENCE EARNED: |      |
|-------------------|------------|--------------------|------|
| UNIT              | EXPERIENCE | CASUALTIES         | AMMO |
| <b>COMPANY HQ</b> |            |                    |      |
| Co HQ             | Green      |                    |      |
| Co XO             | Green      |                    |      |
| Co 1st Sgt        | Line       |                    |      |
| Runners 1         | Line       |                    |      |
| Runners 2         | Line       |                    |      |

## Order of Battle (Information)

|   |                         |          |       |      |               |
|---|-------------------------|----------|-------|------|---------------|
| Light Machinegun Section  | 1 / Wpns (Note A)       | 1        | Line  |      |               |
|   | 2 / Wpns (Note A)       | 1        | Line  |      |               |
|   | 1 / Wpns (Note B)       | 1        | Line  |      |               |
| Bazooka Section   | 2 / Wpns (Note B)       | 1        | Line  |      |               |
|   | 3 / Wpns (Note B)       | 1        | Line  |      |               |
| 60mm Mortar Section<br>(Must select which to use before starting mission and can't change later.) | Either                  | 1 / 60mm | 3     | Line | MG Ammo       |
|   | Or                      | 2 / 60mm | 1     | Line | MG Ammo       |
|   |                         | 3 / 60mm | 1     | Line | Rocket Ammo   |
|   |                         | 4 / 60mm | 1     | Line | 3 per bazooka |
| 1 <sup>st</sup> Rifle Platoon   | 1 <sup>st</sup> PLT HQ  | 1        | Green |      |               |
|   | 1 / 1 <sup>st</sup> PLT | 3        | Line  |      | Mortar Ammo   |
|   | 2 / 1 <sup>st</sup> PLT | 3        | Line  |      | Tank Ammo     |
|   | 3 / 1 <sup>st</sup> PLT | 3        | Line  |      | 6 per tank    |

## Company Roster (Annotation)

Here, it is considered that the 1/Wpns (MG) Team and 1/Wpns (Bazooka) Team are attached 1<sup>st</sup> PLT HQ

| 1ST PLATOON      |  | Green |  | 0000 |  |
|------------------|--|-------|--|------|--|
| 1st PLT HQ       |  | Line  |  | 0000 |  |
| 1st SQD          |  | Line  |  | 000  |  |
| 2nd SQD          |  | Line  |  |      |  |
| 3rd SQD          |  | Line  |  |      |  |
| 1/Wpns (MG)      |  | Line  |  |      |  |
| 2/Wpns (MG)      |  | Line  |  |      |  |
| 1/Wpns (Bazooka) |  | Line  |  |      |  |
| 2/Wpns (Bazooka) |  | Line  |  |      |  |

## Mission Instructions (Information)

| Fire Support Available            |      |     |       |         |        |       |        |       |
|-----------------------------------|------|-----|-------|---------|--------|-------|--------|-------|
| Agency                            | Ammo | Mod | Draws |         |        |       |        |       |
|                                   |      |     | FAC   | Arty FO | Mtr FO | CO HQ | PLT HQ | # FMs |
| 15 <sup>th</sup> FA Bn<br>(105mm) | HE   | -5  | NA    | 2       | NA     | 1     | NA     | 4     |
|                                   | WP   | -4  | NA    | 2       | NA     | 1     | NA     | 1     |

Battalion Fire Missions are *not* available for Artillery Fire Missions

## Company Roster (Annotation)

| FIRE SUPPORT |      |          | Draws |         |        |       |        |       |        |
|--------------|------|----------|-------|---------|--------|-------|--------|-------|--------|
| Agency       | Ammo | Modifier | FAC   | Arty FO | Mtr FO | Co HQ | PLT HQ | # FMs | # Used |
| 15th FA Bn   | HE   | -5       | NA    | 2       | NA     | 1     | NA     | 4     | 0000   |
|              | WP   | -4       | NA    | 2       | NA     | 1     | NA     | 1     | 0      |

## Mission Instructions (Information):

| Attachments |     |                          |                        |
|-------------|-----|--------------------------|------------------------|
| Unit Type   | No. | Assets or Ammo           | Formation              |
| Arty FO     | 1   | SCR300 Arty FD Net Radio | 15 <sup>th</sup> FA Bn |

## Company Roster - Back Side (Annotation)

| ATTACHMENTS:         |            |            |      |
|----------------------|------------|------------|------|
| Unit                 | Experience | Casualties | Ammo |
| Arty FO (2nd PLT HQ) | Line       |            |      |

(in this example, the Arty FO was attached to the 2nd PLT HQ), and its experience level is Line per definition

### 2.3.2 Distribute Assets



The **Campaign Instructions** may specify how **some assets must be assigned**. Apart from that, you will have leeway in assigning assets to Platoon HQs, Company HQ, Company Staff or other units as you see fit.

| Equipment & Ammunition            | Number Per Mission | Notes                                |
|-----------------------------------|--------------------|--------------------------------------|
| BN TAC Net: SCR300 or Field Phone | 1                  | Assigned to CO HQ                    |
| CO TAC Net: SCR536 or Field Phone | 6                  | Assigned to Company units as desired |
| Phone lines                       | 8                  |                                      |
| Rifle Grenades                    | 3                  | Maximum of 1 per platoon             |
| HC Smoke                          | 2                  |                                      |
| WP Smoke                          | 2                  |                                      |
| Red Star Parachute (RSP)          | 1                  |                                      |
| Red Star Cluster (RSC)            | 1                  |                                      |
| Green Star Parachute (GSP)        | 1                  |                                      |
| Green Star Cluster (GSC)          | 1                  |                                      |
| Red Smoke                         | 1                  |                                      |
| Green Smoke                       | 1                  |                                      |
| Yellow Smoke                      | 1                  |                                      |
| Purple Smoke                      | 1                  |                                      |

For HQ and Staff place assets as desired among the appropriate holding boxes on the **Command Display** for convenience, else stack the asset with the unit that will carry it.

In this case, the Arty FO carries his radio in the game map.



### 2.3.3 Note Attached Assets and Pyrotechnic Signals on the Mission Log

In addition to your three infantry Platoons and your command Staff, you will also have at your disposal a variety of other units, including **weapons teams**, **vehicles**, **off map mortar** and **artillery forward observers (FO)**. Before the mission starts, you will have to map the command relationship for each on the **Mission Log**.

On the **Mission Log**, note how you have decided to assign units given to your Company in the Campaign Instructions but not assigned to a particular HQ.

Units that are assigned to you in the **Mission Instructions** automatically have an **Experience Level of Line**. They do not gain experience over the course of a campaign, unlike units listed in the **Campaign Instructions** as part of your

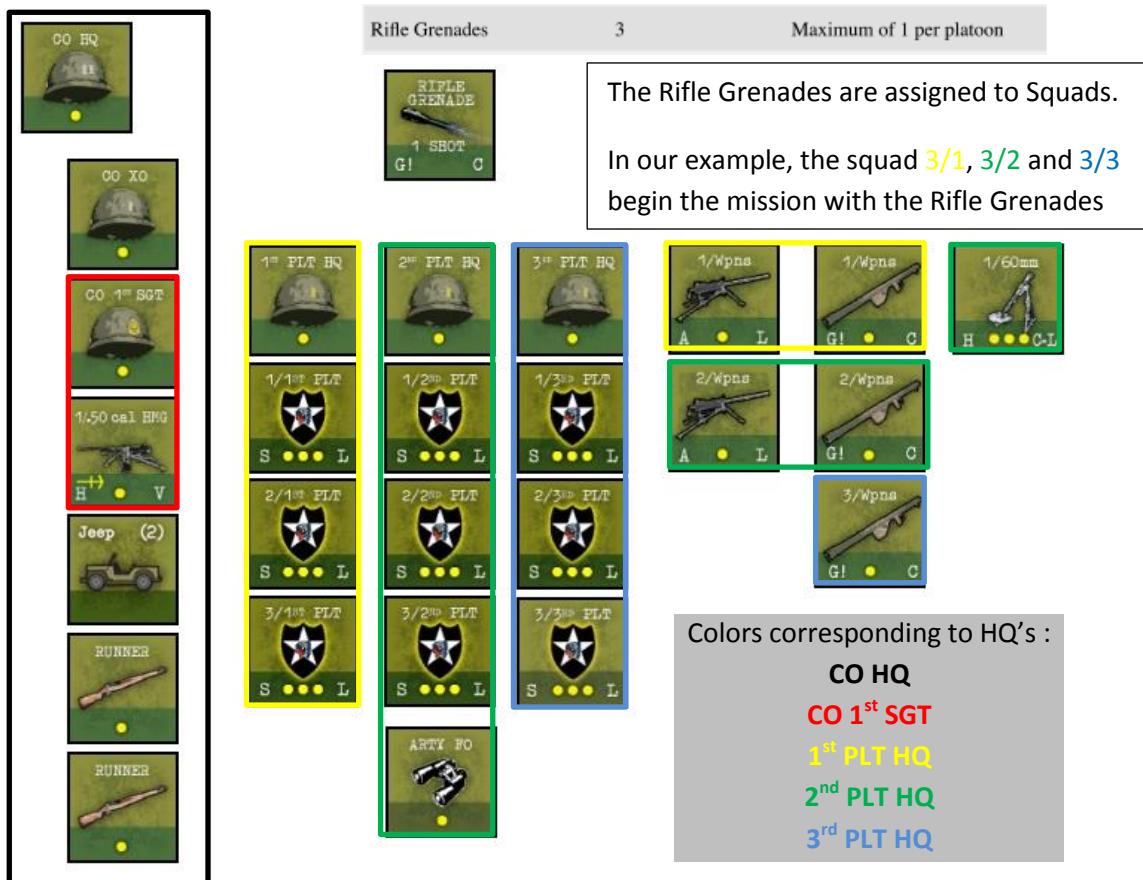
Company. A unit attached to a Platoon is considered part of that Platoon for all purposes for the duration of the mission. A unit may not be reassigned to a different HQ or Company Staff during the course of a mission.

You should also assign particular instructions to your **Pyrotechnic signals**, as the whole point of using such signals is that everyone understands in advance what they will mean when they are used on the battlefield. For more on using Pyrotechnics for command and control, **see 4.3.6**.

In the following example, it is specified some actions that will be explained later in the rules.

| PYRO SIGNALS |                            |                            |                          |              |
|--------------|----------------------------|----------------------------|--------------------------|--------------|
| Red Smoke    | Yellow Smoke               | Purple Smoke               | Green Smoke              | HC Smoke     |
| Cease Fire   | Shift Fire to Right        | Shift Fire to Left         | Cease Fire               |              |
| WP Smoke     | RSP                        | GSP                        | RSC                      | GSC          |
|              | If Adjacent , Move to OBJ1 | If Adjacent , Move to OBJ2 | If Adjacent , Move to AP | Move Forward |

This is the Company organization with the respective attachments.



The runners are placed in the Command Display.

**In the next two pages, there is an example complete of a filled Company Roster After the Setup**

## **FIELDS OF FIRE COMPANY ROSTER**

Attachments and Enemy Info on the back

## **FIELDS OF FIRE COMPANY ROSTER**

**ATTACHMENTS:**

### ENEMY INFO

### **PYRO SIGNALS**

|                             |   |   |   |  |
|-----------------------------|---|---|---|--|
| <b>Red Smoke Cease Fire</b> | <b>Yellow Smoke Shift Fire to Right</b>     | <b>Purple Smoke Shift Fire to Left</b>      | <b>Green Smoke Cease Fire</b>             | <b>HC Smoke</b>                                    |
| <b>WP Smoke</b>             | <b>RSP</b><br>If Adjacent ,<br>Move to OBJ1 | <b>GSP</b><br>If Adjacent ,<br>Move to OBJ2 | <b>RSC</b><br>If Adjacent ,<br>Move to AP | <b>GSC</b><br>Move Forward<br><br><b>Illum WSP</b> |

## 2.4 DETERMINE TACTICAL REFERENCE POINTS

Before you begin a mission, you receive from higher up the chain of command strict geographical limits within which your Company can operate. Within that area, **you** will also have to point out specific objectives for your own reference. These controls exist to coordinate maneuver and fire support, and also to prevent friendly fire.

Commanders draw these controls on their tactical maps; they are represented here by **Tactical Control Markers**.

### 2.4.1 Place Tactical Control Markers

There are two types of tactical controls in Fields of Fire.

**Linear controls** follow the seams between rows or columns of Terrain Cards.

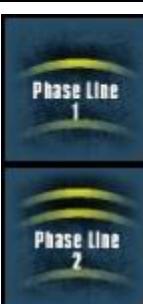
**Point controls** are placed on a card and are specific to that card.

Many tactical controls are unique to certain types of missions. Consult the **Mission Details** to determine the type of mission and where and how to place the appropriate **Tactical Control Markers (TCM)**.

#### A. Offensive Mission Controls

**Offensive Missions** use the following **linear controls**:

**Right and Left Boundaries, Line of Departure (LOD), Phase Lines (PL), and Limit of Advance (LOA).**

|   |   |
|---|---|
|   | <p>The <b>Line of Departure</b> represents the <u>official starting line for an attack</u>. It runs horizontally across the map. Unless the <b>Mission Instructions</b> specify otherwise, <u>place it between the Staging Area and Row 1</u>.</p>  |
|  | <p><b>Phase Lines</b> are <u>used to coordinate advancing units</u>. You can place up to two PLs, and <u>they must run horizontally across the map</u>. <b>You can use them to key Actions with Pyrotechnic signals</b>.</p>  |
|  | <p>The <b>Left and Right Boundaries</b> <u>prevent adjacent companies from wandering across your front, and you from wandering across their front</u>. Place these vertically, along the left-most and rightmost columns of Terrain Cards. You may <b>not move your units across these boundaries</b>, although enemy units may be placed outside them when <u>Random Contacts</u> are resolved, and <b>they may move outside those boundaries</b> during the <b>Enemy Activity Check Segment</b>. In such cases, your units may fire across a boundary line, but may not move across it.</p> |
|  | <p>The <b>Limit of Advance</b> <u>marks the line beyond which you may not advance during this mission</u>. Place it horizontally, along the topmost row of Terrain Cards. As with the Left and Right Boundaries, enemy units may enter play and move beyond the LOA; your units may fire across it but never move across it.</p>  |

In short, the linear controls form a box outside of which your units may not move during a mission, although enemy units may appear, move and fire at you from beyond those boundaries.

**Offensive Missions** use the following **point controls**:

|  |                             |
|--|-----------------------------|
|  | Attack Position (AP)        |
|  | Primary Objective (OBJ 1)   |
|  | Secondary Objective (OBJ 2) |

The Objectives represent physical locations that you must occupy. The Attack Position is your last covered and concealed position before you reach an objective. Place them according to the Mission Instructions.

**A tip:** It is best to designate an AP that is adjacent to both Objectives, and if possible you should place the Objective TCMs on cards with high Cover & Concealment ratings so that you can defend them relatively easily once you occupy them.

## B. Defensive Mission Controls

**Defensive Missions** use only one **linear control**: the **Main Line of Resistance (MLR)**.

|  |   |
|--|---|
|  | This represents the line before which the enemy advance must be stopped. In a <b>Defensive Mission</b> , you may set up your units between the <b>Staging Area</b> and the <b>Main Line of Resistance</b> . The <b>Mission Instructions</b> will tell you where to place the MLR. |
|--|---|

| Mission Details    |   |
|--------------------|---|
| Type               | Defensive   |
| Duration           | 10  |
| Visibility         | Moon: +2  |
| Map                | 6 columns by 4 rows   |
| US Start           | Start on Rows 1 and 2   |
| Attempts           | You may attempt this mission only once  |
| Mission Goal       | At the end of the mission, you must hold a minimum of 6 cards, and no US occupied card may have enemy forces on them  |
| Initial Placements | Place the Main Line of Resistance between Rows 2 and 3. Place up to 2 Foxholes per US occupied card and up to 3 Bunkers total on any US occupied cards. Place 3 Claymore mines per 9.5. |

|  |   |
|--|---|
|  | Defensive Missions may also allow you to place a <b>Combat Outpost (COP) point control</b> . A <b>Combat Outpost</b> is a position set up in front of your MLR in order to confuse and break up an enemy attack. You may place units from a single Platoon up to the stacking limit in a COP. |
|--|---|

You may also have two other **point controls** available to you:

|  |   |
|--|---|
|  | <b>Final Protective Lines (FPL)</b> and <b>Final Protective Fires (FPF)</b> ; these are <u>prepared defensive fire schemes</u> , and they are covered in detail in the combat rules ( <b>6.4.2 and 6.7.2, respectively</b> ). |
|--|---|

## C. Combat Patrol Controls

**Combat Patrol Missions** use one **linear control**:



The **Main Line of Resistance**, which marks the point from which the patrol sets out from friendly lines.

Otherwise, **Combat Patrol Missions** use **point controls**.



Use the **Primary Objective (OBJ 1)** to mark the farthest point from the MLR that the patrol is supposed to reach.



You will also have to designate **Route Points** to mark out the path that the patrol must follow. This route may cross or come back on itself, so it is possible for a single Terrain Card to have more than one **Route Point** marker on it.



You can also create **Rally Points** during the course of the patrol (or pre-designate them during planning) and tie them to Pyrotechnic signals. (Example: If adjacent, Move to RP 1)

#### D. General Purpose Controls

Several different **point controls** may be available to you if circumstances warrant, regardless of mission type. Some of them must be placed before play starts, or they may be placed as the mission is in progress.

These are:

|  |  |
|--|--|
|  | <b>Landing Zones (LZ; see 7.3.2.)</b>                          |
|  | <b>Casualty Collection Points and MEDEVAC LZs (see 5.1.7.)</b> |
|  | <b>Registered Targets (see 6.7.5.).</b>                        |

## Example continued:

| Mission Details    |  |
|--------------------|--|
| Type               | Offensive  |
| Duration           | 10   |
| Visibility         | Daylight +0  |
| Map                | 4 columns by 3 rows  |
| US Start           | Enter from staging area below Row 1  |
| Attempts           | You may attempt this mission a total of two times  |
| Mission Goal       | Occupy and clear of enemy forces the Primary and Secondary Objectives and clear Rows 1 and 2 of any enemy forces   |
| Initial Placements | Place the Primary and Secondary Objectives on any card of your choice in Row 3. Place an Attack Position on any card of your choice in Row 2 adjacent to either the Primary or Secondary Objectives. |



LIMIT OF ADVANCE



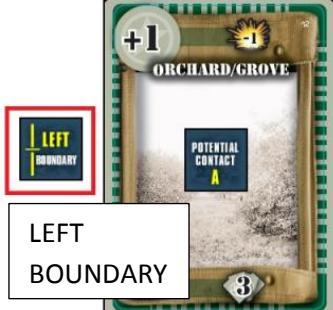
PRIMARY OBJECTIVE



SECONDARY OBJECTIVE



PHASE LINE 1



LEFT BOUNDARY

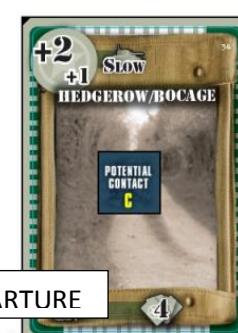
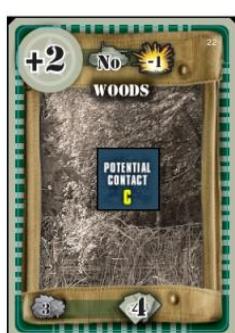


ATTACK POSITION

CASUALTY COLLECTION POINT



RIGHT BOUNDARY



LINE OF DEPARTURE



## 2.4.2 Staging Areas

A **Staging Area** is a designated assembly area in which units prepare for an upcoming mission.

In Fields of Fire, the **Main Staging Area** is represented by a row of face-down Terrain Cards, and **Helicopter Staging Areas** may be represented by a single face-down Terrain Card.

In game terms, **Staging Areas** function as an off-map holding boxes from which your units enter the map. Units in a **Staging Area** **may not fire and they cannot be fired upon**. **Staging Area** cards have no stacking limits.

### A. The Main Staging Area

Units enter and exit the map to and from a **Main Staging Area** by **normal movement**. Units **may move between cards** in a **Main Staging Area** as if they were moving between Terrain Cards and are not marked **Exposed**.

Example of Main Stage Area



A **Line of Sight** exists for **communication purposes** between all cards in the **Main Staging Area**. This means that within the **Main Staging Area**, you may automatically use all radios that require an LOS between units.

All cards in the **Staging Area** are connected by **phone lines**. **Telephones** used within the **Main Staging Area** do not need to be connected by wire.

### B. Helicopter Staging Areas

Some missions in the **Vietnam campaign** require two **Staging Areas** for helicopters, the **Pickup Zone Staging Area** and the **Enroute Staging Area**. **Do not treat these as being adjacent to the map**, like the **Main Staging Area**.

Therefore, units may not use normal movement to enter the map from a **Helicopter Staging Area**.

**No Line of Sight** may be traced into or out of a **Helicopter Staging Area**.

## 2.4.3 Air Assault Planning

Some of the **Vietnam campaign missions** begin with an **Air Assault**, in which your units enter the map by helicopter. In these missions, the helicopters may have to make multiple trips to bring in all of your units.

In such cases you must create a **Landing Plan** before play begins, in which you specify the order in which your units will be transported to the map (see 7.4.5).

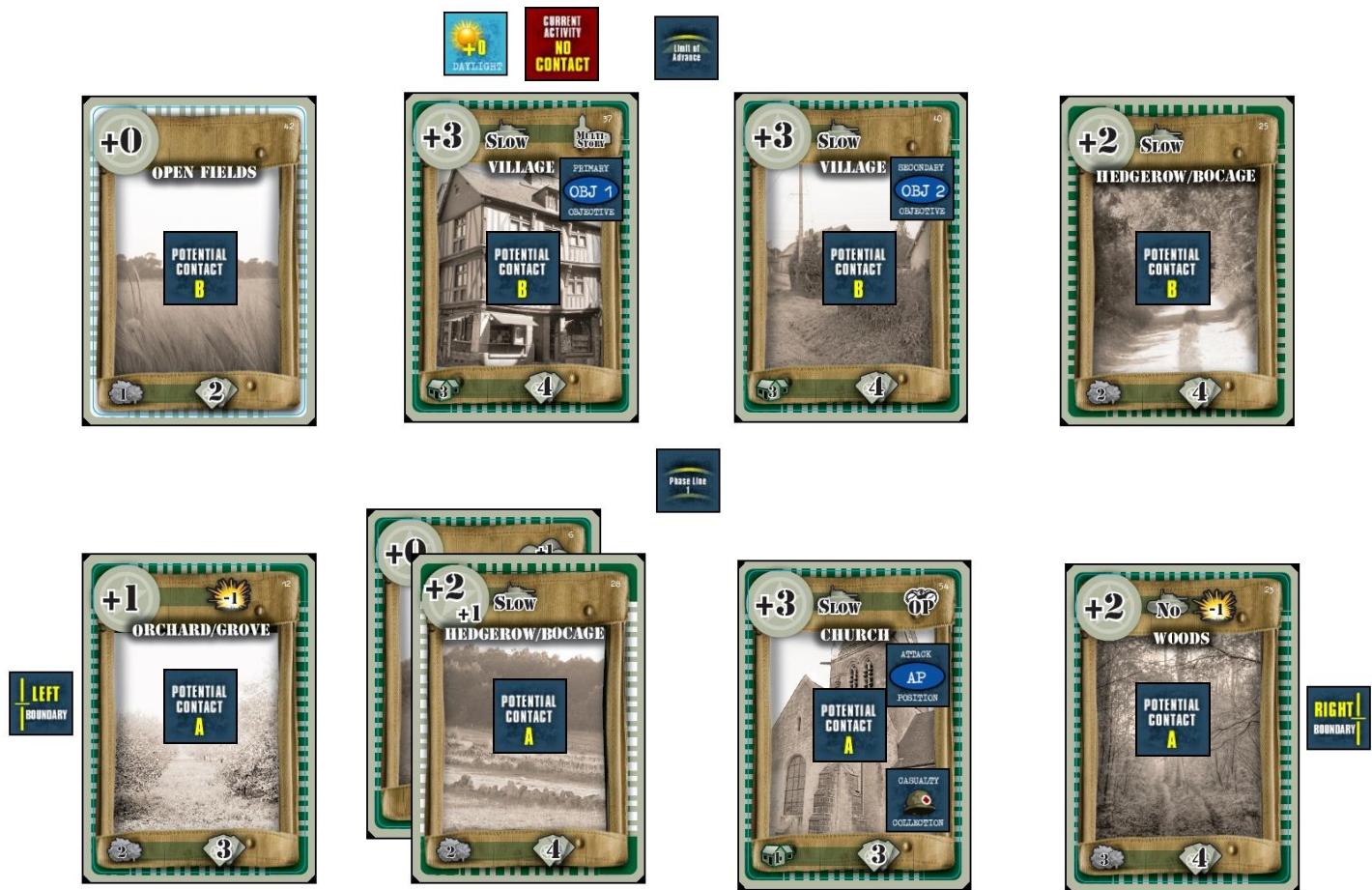
### Complete setup map:



### 3. SEQUENCE OF PLAY

While describing the **Turn Sequence**, it will be showed the turn 1 of the **Mission 1 of WW II, Trevieres Offensive**. Do not worry about understanding every aspect of the choices, actions and reactions or the strategy used in this turn. The objective here is to get used to the flow of the game. **Setup the Units like the diagram below.**

Situation of the start of the Turn 1:



Note that the Attachments are considered part of the **Platoons** already.

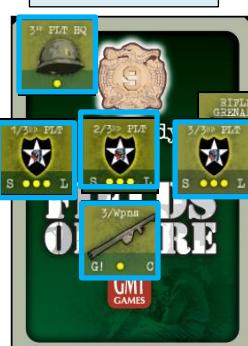
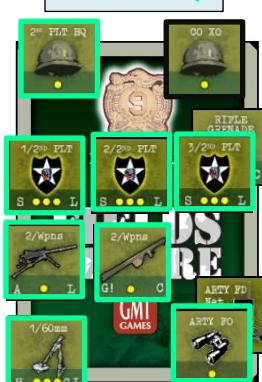
Follow the Company Roster when placing the Units on the staging Area!

**CO 1<sup>st</sup> Sgt**  
**1/.50 cal HMG**

**normandy**  
**1944**  
**FIELDS OF FIRE**  
GMT GAMES



**3<sup>rd</sup> PLT HQ**



Once you have completed your **planning** and setup, you play out a mission in **turns**. Each turn is broken down into **Phases** and **Impulses**.

Example of the Turn Hierarchy Sequence, just to get the idea:

- Turn 1
  - Phase 3.1
    - Segment 3.1.1
      - Impulse 3.1.1.a
      - Impulse 3.1.1.b
    - Segment 3.1.2
      - Impulse 3.1.2.a...
  - Phase 3.2...
    - ...

Note that the sequence is different depending on whether the mission is an **Offensive Mission**, a **Combat Patrol**, or a **Defensive Mission**. (The first two types use the same sequence.)

### 3.1 FRIENDLY HIGHER HQ EVENT PHASE (STARTING ON TURN 2)

**Starting on Turn 2**, draw an Action Card. If the **HQ icon** is present, draw another Action Card and check the R# at the bottom against the **Mission Instructions** to determine what event takes place.

This example do not take place in the gameplay, because it's Turn 1.



First Action Card Draw

The **HQ Symbol** is present!



Second Action Card Draw

Check The **R# 10**.  
In this case, the result is **1**

| Friendly Higher HQ Events |   |
|---------------------------|---|
| R#                        | Event   |
| 1/10                      | Situation Report: Must spend 3 Commands to send report to Battalion*                        |
| 2/10                      | Comm Trouble: Must spend 2 Commands to re-establish comm with Battalion*                    |
| 3/10                      | Artillery Displacing: No artillery available this turn                                      |
| 4/10                      | Checking Up: Randomly select 1 higher HQ Staff to appear automatically at CO HQ for 2 turns |
| 5/10                      | Trouble on the Flank: No forward movement allowed this turn                                 |
| 6/10                      | Company on the Flank is Ahead: You must move forward this turn to close the gap*            |
| 7/10                      | Battalion is Screaming for Action: You must move forward this turn*                         |
| 8/10                      |   |
| 9/10                      | Ammo Resupply: Place four of any one type of ammo on any card of your choice on Row 1       |
| 10/10                     |   |

\* Earn an extra Experience Point for each of these events if completed that turn

In this case, the event requires that you spend 3 Commands from the **CO HQ** to get the experience point.

For some events you get experience only if you accomplish the event **that turn**, but doing so is **optional**. You may choose to forego the experience if you feel you have more pressing matters.

Any Commands required to be spent by an event must come from the **CO HQ**.

### 3.2 DEFENSIVE MISSIONS: ENEMY ACTIVITY PHASE

The gameplay example is an **Offensive Mission**. This part will be explained in the appropriated part of the rules.

Note that both **Enemy Activity Phases** are identical. Where it occurs in the **Sequence of Play** just changes based on the type of mission.

### 3.2.1 Enemy Higher HQ Event Segment (Starting on Turn 2)

This works the same way as the **Friendly Higher HQ Event Phase**, except the enemy events are listed separately in the **Mission Instructions**.

### 3.2.2 Enemy Activity Check Segment

Except for turn 1, place **PC Markers** on cards or rows as indicated by the **Mission Instructions**.

(You don't need to do this on turn 1 because PC Markers are placed during the setup.)

Check **every** enemy unit on the map for activity, keeping in mind any restrictions imposed by the **Higher HQ event**.

Randomly determine the order in which you check enemy occupied cards.

On the **selected card** check enemy units in order based on their status as shown in the **Activity Check Hierarchy tables**, starting at the top (9.4).

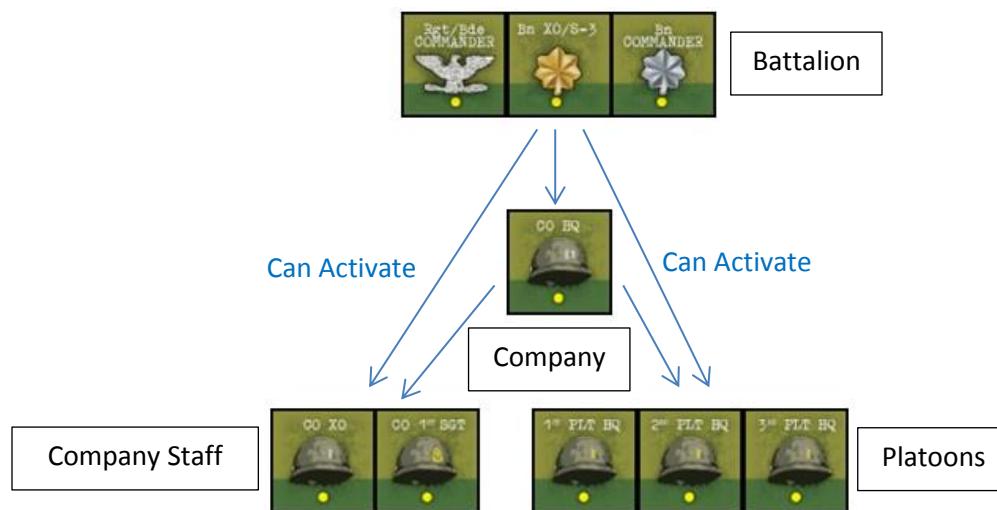
## 3.3 FRIENDLY COMMAND PHASE

During this **phase** you have the **units in the Company** perform **Actions**, including **movement** and **combat** related activities.

**Units** perform **Actions** when ordered to do so by expending a **command**.

The **sequence** in which you **activate units** within the **Command Phase** flows down the chain of command from higher to lower, from Battalion to Company to Platoon.

Chain of Command:



HQs are either activated by their Higher HQ or they take the initiative.

HQs that are activated tend to have more commands than those taking the initiative. Draws for command points have modifiers based on the HQ's Experience Level and situation where the HQ is located as explained in 4.1.



When a HQ is activated, flip this Marker to the "Commands Allocated" side and use it in the Command Display. When a HQ saves or expends all its Command Points, flip this Marker to the "Activation Complete" side and put it on the top of the Command Display. Its turn is over.

When a HQ saves its Command Points, use this Marker on the Saved Commands Side in the Command Display. Its Command Points can be used in a later turn.

If you activate a vehicle unit at any time during the phase, place an Activated Marker on it as a reminder that it can be used during the Vehicle-Aircraft Phase.

Example of Activation of a **Green PLT HQ** (The Recipient of the Order) by the CO HQ (The Originator of the Order)



Situation:

The **Green 1<sup>st</sup> PLT HQ** is in the **Staging Area** with the **CO HQ**.

The Current Activity is **NO CONTACT**



Consider the CO HQ Activated and with 3 Command Points in the beginning of his Segment.

One of his 3 Actions will be spent to Activate de 1<sup>st</sup> PLT HQ.

In the **Command & Control Actions Chart** the Cost to do this is **1 Command Point**, and is **Automatic**, i. e., it is not an attempt.

#### 4.2.1. COMMAND & CONTROL ACTIONS

| Name                                  | Cost | Draw | Originator      | Recipient                   |
|---------------------------------------|------|------|-----------------|-----------------------------|
| a. Activate a subordinate HQ or Staff | 1    | Auto | Any HQ or Staff | Any subordinate HQ or staff |

The situation in the **Command Display** before the activation is:



For the Activation Command, first draw an **Action Card**:



Check the number in the helmet in the **Command Section** of the **Action Card**

Apply the modifiers based on the **Command Draw Modifiers Chart (4.1.3)**

#### COMMAND DRAW MODIFIERS CHART

Draw one Action Card and apply the following to the appropriate Commands number (Activated or Initiative); the minimum resulting commands is 1 if activated but 0 if using initiative

| HQ or Staff is:                | Mod |
|--------------------------------|-----|
| Pinned                         | -1  |
| Green                          | -1  |
| Veteran                        | +1  |
| Under Cover                    | +1  |
| If HQ or Staff's Card has:     |     |
| VOF of S                       | -1  |
| VOF of A                       | -2  |
| VOF of H, G!, S!, or Incoming  | -3  |
| General Conditions:            |     |
| Current Activity is No Contact | +1  |

After the modifiers are applied, the **1<sup>st</sup> PLT HQ** will have 4 Command Points to use in his Segment. Put the marker on the respective space.

Displace the **CO HQ** one space to left. It still have 2 Command Points to use or save.

The situation in the **Command Display** After the activation is:



**TIP.** - The Activation is one of the most important concepts of the game.

It seems very confusing and complicated, but it isn't! The process will become clearer once you get used to it.

### 3.3.1 Activation Segment

#### A. Battalion HQ (BN HQ) Impulse

When the **BN HQ** is not on the map and the **CO HQ** is in communication with the **BN HQ**, automatically activate the **CO HQ**.

**Note:** The BN HQ is considered to be on the map if any higher HQ leader (Rgt/Bde Cmdr, Bn Cmdr, or the Bn XO/S-3) is on the map.



#### Gameplay Example 1: (the gameplay examples will be in boxes like this to easy reference)

The BN HQ is not on the map, so the CO HQ is automatically activated. We have to draw one Action Card on his Segment.

If the **BN HQ** is on the map, automatically give it the **maximum number of allowable commands** of 6 for a **daytime mission** or 4 for a **night mission**. (The number track on the Command Display contains reminders of these limits.)

Then expend the commands on **any friendly** units in play and in communication, including activating the **CO HQ**.

You cannot save BN HQ commands.

#### B. Company HQ (CO HQ) Impulse

If activated by the **BN HQ**, draw an **Action Card** for the **CO HQ** and give it a number of commands this turn equal to the **Activated Commands** number (in the helmet) on the **Action Card**, as modified by the **Command Draw Modifiers Chart (4.1.3)**.

#### Gameplay Example 2: The CO HQ was Activated by BN HQ. Draw one Action Card



The CO HQ receive 1 Command Point from the Action Card 47

In the **Command Draw Modifiers Chart**, the modifiers are:

| COMMAND DRAW MODIFIERS CHART  |     |
|---|-----|
| Draw one Action Card and apply the following to the appropriate Commands number (Activated or Initiative); the minimum resulting commands is 1 if activated but 0 if using initiative |     |
| HQ or Staff is:   | Mod |
| Pinned  | -1  |
| Green   | -1  |
| Veteran   | +1  |
| Under Cover   | +1  |
| If HQ or Staff's Card has:  |     |
| VOF of S  | -1  |
| VOF of A  | -2  |
| VOF of H, G!, S!, or Incoming   | -3  |
| General Conditions:   |     |
| Current Activity is No Contact  | +1  |

Experience of CO HQ: GREEN

| Unit  | Steps | Experience |
|-------|-------|------------|
| CO HQ | 1     | Green      |

General Condition: No Contact



So, the Command Points available are:

$$\text{Action Card} + \text{Experience Green} + \text{No Contact Activity} = 1 \text{ Command Point}$$

$$1 + (-1) + (+1) = 1 \text{ Command Point}$$



Put the CO HQ Commands Allocated in the space 1 of the Command Display.

It indicates that the CO HQ have 1 Command Point to expend.

Then expend these commands for **Actions** as per the **Action Menu (4.2.)** on any friendly units in play and in communication and have those units execute the Actions.

### Gameplay Example 3: Expendng Command Points for Actions with the CO HQ.



To use a **Command Point**, check the Actions Menu (4.2.).

To continue the gameplay example, the choice is to activate the 1<sup>st</sup> PLT HQ, located in the same card of the CO HQ. Note that the CO HQ also could activate the others PLT HQ's or any of the Staff, because they are in the Main Staging Area too.



Because the CO HQ have one Command Point only, flip the **Command Allocated Marker** of CO HQ to the **Activation Complete** side and put it above the **Command Display**, to show that his turn ends.



Leave the 0 saved commands markers here to use when saving commands for later turns.



Leave the Command Markers here to indicate:



Activated Units (Commands Allocated Side)

Inactive Units (Activation Complete Side)

In the example, the 1<sup>st</sup> PLT HQ is the only activated unit.

You may also **save** the commands up to the **maximums** by **Experience Level** and **day or night**. You may expend previously saved commands at this time, too.



You may also activate a **PLT HQ** or **CO Staff** **this Impulse** if it is on the same card as a **runner** in **Good Order** that was **dispatched on a previous turn**. Return the runner to the CO HQ and mark it Exposed. You may dispatch the returned runner the same Impulse it returns.

This will be illustrated later on the gameplay examples.

### C. Platoon HQ (PLT HQ) or Company Staff (CO Staff) Impulse

**Draw an Action Card** for **each PLT HQ** or **CO Staff** activated in the preceding Impulse, **in any order you choose**, and give it a number of commands this turn equal to the modified (4.1.2.) Activated Commands number.

### Gameplay Example 4: Activating the 1<sup>st</sup> PLT HQ: Draw an Action Card for

The 1<sup>st</sup> PLT HQ receive 3 Command Points from the **Action Card 25**



In the **Command Draw Modifiers Chart**, the modifiers are:  
**Experience of 1<sup>st</sup> PLT HQ: GREEN**

**1<sup>st</sup> PLT HQ**      **1**      **Green**  
**General Condition: No Contact**  
**Gameplay Example 4 Cont.:**

**COMMAND DRAW MODIFIERS CHART**  
Draw one Action Card and apply the following to the appropriate Commands number (Activated or Initiative); the minimum resulting commands is 1 if activated but 0 if using initiative

|                                |     |
|--------------------------------|-----|
| HQ or Staff is:                | Mod |
| Pinned                         | -1  |
| Green                          | -1  |
| Veteran                        | +1  |
| Under Cover                    | +1  |
| If HQ or Staff's Card has:     |     |
| VOF of S                       | -1  |
| VOF of A                       | -2  |
| VOF of H, G!, S!, or Incoming  | -3  |
| General Conditions:            |     |
| Current Activity is No Contact | +1  |

So, the Command Points available are:

$$\text{Action Card } 3 + \text{Experience Green } (-1) + \text{No Contact Activity } (+1) = 3 \text{ Command Points}$$

|                  |                           |                           |                           |                  |                           |
|------------------|---------------------------|---------------------------|---------------------------|------------------|---------------------------|
| <b>CO HQ</b>     | <b>1<sup>ST</sup> PLT</b> | <b>2<sup>ND</sup> PLT</b> | <b>3<sup>RD</sup> PLT</b> | <b>XO</b>        | <b>1<sup>ST</sup> SGT</b> |
| 0 SAVED COMMANDS | 0 SAVED COMMANDS          | 0 SAVED COMMANDS          | 0 SAVED COMMANDS          | 0 SAVED COMMANDS | 0 SAVED COMMANDS          |

|                      |                           |                           |                      |                           |
|----------------------|---------------------------|---------------------------|----------------------|---------------------------|
| <b>CO HQ</b>         | <b>2<sup>ND</sup> PLT</b> | <b>3<sup>RD</sup> PLT</b> | <b>XO</b>            | <b>1<sup>ST</sup> SGT</b> |
| ACTIVATION COMPLETED | ACTIVATION COMPLETED      | ACTIVATION COMPLETED      | ACTIVATION COMPLETED | ACTIVATION COMPLETED      |



Now, the 1<sup>ST</sup> PLT HQ is Activated and have 3 Command Points to expend and/or save for later turn

Then expend these **commands** for **Actions (4.2.)** on any friendly units in play and in communication. You may expend a PLT HQ command only on a unit that belongs to or is attached to that HQ's Platoon.

**Gameplay Example 5:** Have the 1<sup>ST</sup> PLT HQ ordering the 1/1<sup>ST</sup> squad to move to an adjacent card.

To issue the move order, check the **Movement Actions Chart**:

#### 4.2.2. MOVEMENT ACTIONS

| Name                        | Cost | Draw | Originator      | Recipient                        |
|-----------------------------|------|------|-----------------|----------------------------------|
| a. Move to an Adjacent Card | 1    | Auto | Any HQ or Staff | Any good order unit* not Exposed |

Originator:  
1<sup>ST</sup> PTL HQ

Recipient:  
1/1<sup>ST</sup> Squad

It costs 1 Command Point for the 1<sup>ST</sup> PLT HQ (**Originator**) order the 1/1<sup>ST</sup> Squad (**Recipient**) to move to an Adjacent Card. Also, the Recipient Unit has to meet the requisites specified.

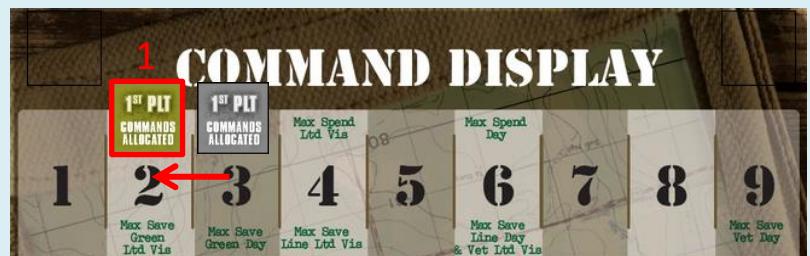


At start of the Turn 1, 1/1<sup>ST</sup> Squad is a good order unit (1.2.6) and is not exposed (do not moved yet)

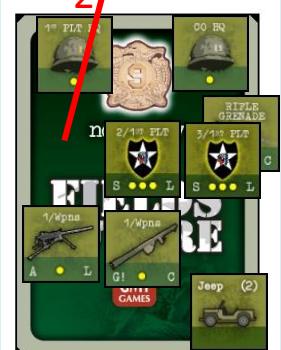
So, it can receive the order

The 1<sup>ST</sup> PLT HQ expended 1 Command Point to order the 1/1<sup>ST</sup> Squad to move to Card 22, in the Row 1, Column 1.

- 1) Displace the 1<sup>ST</sup> PLT Commands Allocated Marker to do this Action



- 2) Move the 1/1<sup>ST</sup> Squad to Card 22
- 3) Mark it as Exposed



You may also **save** the commands up to the maximums by Experience Level and day or night. You may expend previously saved commands at this time, too.

You do not need to finish spending commands from one PLT HQ or CO Staff unit before expending commands from another such unit.

#### Gameplay Example 6: Saving Commands for later turns

To save the Commands for a Particular HQ, substitute the **Commands Allocated Marker** of the HQ with the **Saved Commands Marker** of the same HQ.

For the 1<sup>st</sup> PLT HQ:

- 1 - Flip the **Saved Commands Marker** of the 1<sup>st</sup> PLT HQ and put it on the **Command Display**



- 2 - Flip the **Commands Allocated Marker** of the 1<sup>st</sup> PLT HQ and put it on the top of the **Command Display** with the other Markers.



#### 3.3.2 Initiative Segment

##### A. CO HQ Impulse (if not activated)

If you did not activate the CO HQ in the preceding segment, draw an **Action Card** for it and give it a number of commands this turn equal to the modified (4.1.3.) Initiative Commands number (in the US Star symbol) on the Action Card.

Expend commands (4.2.) or save them as in the command Impulses during the Activation Segment.

The CO HQ was Activated in the previous segment. Skip this impulse.

##### B. PLT HQ Impulse (if not activated)

For each PLT HQ you did not activate in the preceding segment, draw an **Action Card** for it and give it a number of commands this turn equal to the modified (4.1.3.) Initiative Commands number.

#### Gameplay Example 7: PLT HQ's Taking the Initiative.

The procedure is exactly the same, but instead of the number in the helmet, you use the number in the star. Also, the number of commands can be 0. In the Activation segment, a minimum of 1 command point is allocated.



Draw a Card for the 2<sup>nd</sup> PLT HQ  
Action Card 7: 3 Command Points

In the **Command Draw Modifiers Chart**, the modifiers are:  
**Experience of PLT: GREEN (-1)**  
**General Condition: No Contact (+1)**

**Net Commands: 3 Command Points**



Draw a Card for the 3<sup>rd</sup> PLT HQ  
Action Card 30: 2 Command Points

In the **Command Draw Modifiers Chart**, the modifiers are:  
**Experience: GREEN (-1)**  
**General Condition: No Contact (+1)**

**Net Commands: 2 Command Points**

## Gameplay Example 7 Cont.:

Put the Commands Allocated Markers of the HQ's on the Command Display to mark these Command Points.



Expend commands (4.2.) or save them as in the command Impulses during the Activation Segment.

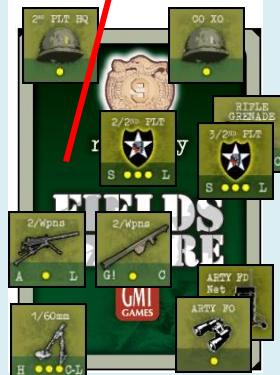
You may expend a PLT HQ command only on a unit that belongs to or is attached to that HQ's Platoon.

## Gameplay Example 8: Expending Actions on Movement. Let's scout the map!

The 2<sup>nd</sup> PLT HQ also ordered one of the squads to move forward. This time is the 1/2<sup>nd</sup> Squad that will move to Card 34.



Before the Movement Action



After the Movement Action

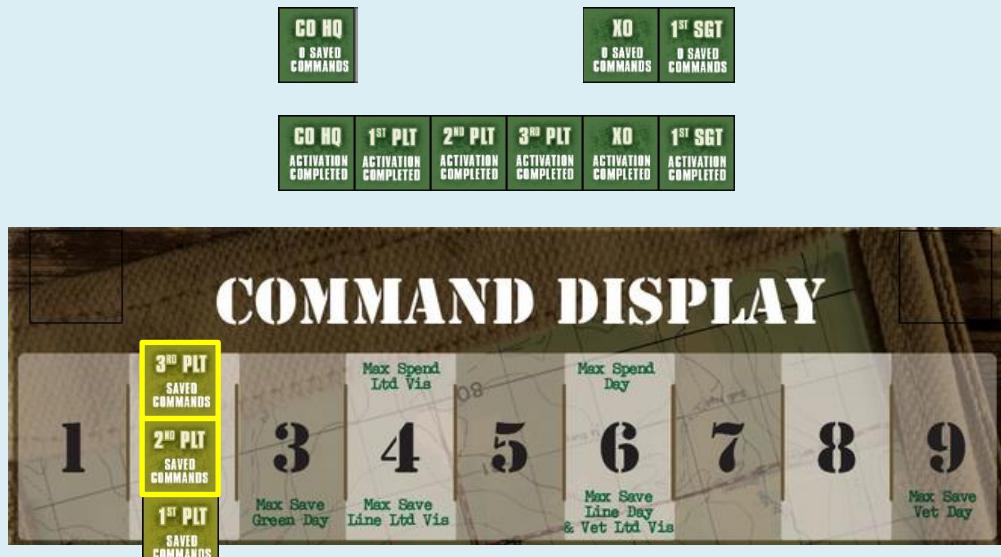
Exactly as with the 1<sup>st</sup> PLT HQ, this action costs 1 Command Point from 2<sup>nd</sup> PLT HQ.



### Gameplay Example 9: Saving the command points

Again, the HQ's will save the Command Points for later use. You can proceed like in the [Gameplay Example 6](#).

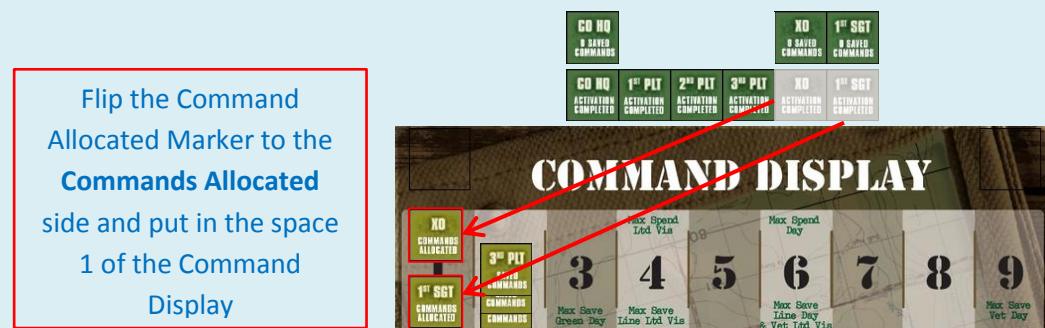
Switch the **Commands Allocated Marker** with the **Saved Commands Marker** for 2<sup>nd</sup> and 3<sup>rd</sup> PLT HQ's.



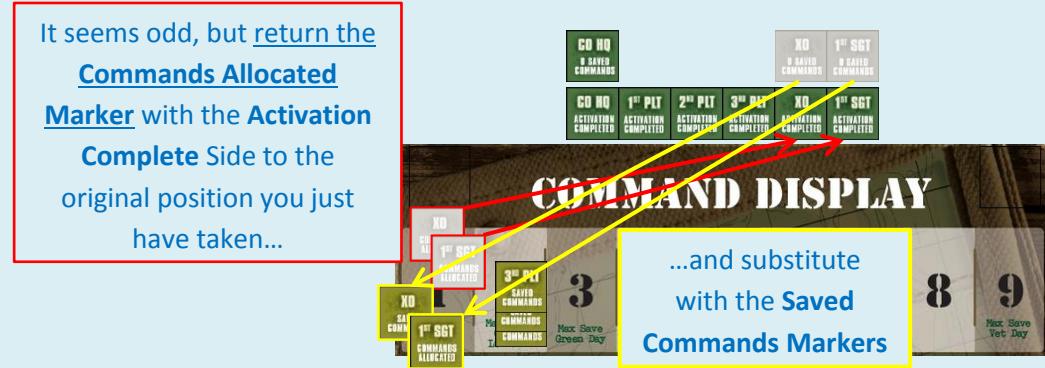
#### C. CO Staff Impulse (if not activated)

Give **one command** to each **CO Staff** you did not activate in the preceding segment. Expend the command (4.2.) or save it as in the command Impulses during the Activation Segment.

### Gameplay Example 10: CO Staff Impulse – Give one command for the CO XO and for CO 1<sup>st</sup> Sgt



In this turn the two CO Staff will save the Command Points :



#### D. General Initiative Impulse

Draw an **Action Card** and expend a number of commands equal to the Initiative Commands number (number in the star) on any unit in play (4.2).

You do not have to have an HQ or Staff unit issue these commands.

(FAQ/errata) There are some actions that **ALWAYS** require an HQ/Staff to be the originator, even if attempted under General Initiative.

These are:

- Exhort (HQ/Staff can “self-Exhort”, but other units cannot)
- Reconstituting the CO HQ or a Platoon HQ
- Creating/Dispatching/Dismissing a Runner
- Designating a New Tactical Control
- Attempting to Reconstitute a Squad
- Firing an FPF or FPL

If the mission is a **Combat Patrol**, halve that number, rounding any fractions down.

Do not apply the normal **Command Draw Modifiers** to this draw.

#### GENERAL INITIATIVE DRAW MODIFIER CHART

Draw one Action card and apply the following to the Initiative Commands number; the minimum resulting commands is 0

| Mission Type  | Modifier                      |
|---------------|-------------------------------|
| Combat Patrol | Halve the number (round down) |

#### Gameplay Example 11: General Initiative – Seeking Cover with the units

11.a. First, draw an Action Card



Action Card 32 give to your Units  
**2 Command Points** for General Initiative.

Do not modify this result with the **Command Draw Modifiers Chart!**

11.b. Spending the First Initiative Point:

The situation on the card 22 (row 1/column 1) is this



The 1/1<sup>st</sup> PLT HQ is Exposed and searching for Cover in the Woods...  
Let's see if it can find any

To do this, it have to **Attempt to Seek Cover**, a **Movement Action**. More clarification of this Action in the section  
**4.2.2 e.**

In the **Movement Action Menu** (4.2.2.e), the **Attempt to Seek Cover** entry states the following:

#### 4.2.2. MOVEMENT ACTIONS

| Name                     | Cost | Draw                    | Originator      | Recipient   |
|--------------------------|------|-------------------------|-----------------|---|
| e. Attempt to Seek Cover | 1    | Cover # (+/-) for Cover | Any HQ or Staff | Any good order unit* not under a Cover Marker and the card has not exceeded its cover potential |

To be allowed to attempt the Action, 1/1<sup>st</sup> Squad (Recipient) must:

- Be in Good Order
- not under a Cover Marker
- The Card has not exceeded its cover potential

Gameplay Example 11 cont.: Let's check to see if the 1/1<sup>st</sup> squad is allowed to Attempt to Seek Cover



There is no Cover Marker in the Card, and can be 3 Cover Markers in the Card 22 (1.2.1F)

1/1<sup>st</sup> Squad is:

- not Under Cover (there is no Cover Marker on the card) (5.2.3)
- in Good Order (not suffered any hit/pin in combat) (4.2.5)

The Attempt to Seek Cover Action requires that you draw 4 Action Cards looking for the word COVER in the Action Attempt Section (1.2.2B).

Drawing 4 Action Cards:

First Card (#3)



Second Card (#24)



Third Card (#14)



Fourth Card (#35)



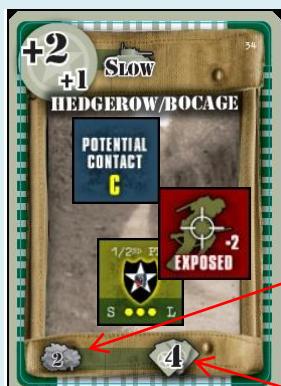
In the last card!



Now, you can put the 1/1<sup>st</sup> Squad under a +1 Cover Marker.



### 11.c. Spending the Second Initiative Point:



The situation for the 1/2<sup>nd</sup> Squad is almost the same that for 1/1<sup>st</sup> Squad.

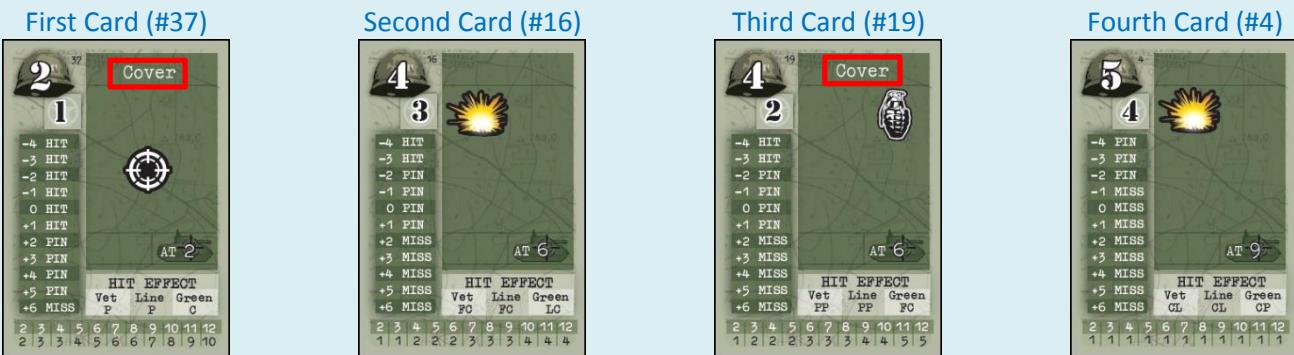
1/2<sup>nd</sup> Squad is in:

- Good Order
- Not Under Cover

The Card has potential to 2 Cover Markers and do not have any

The Card also specifies that you must draw 4 Action Cards for the word COVER

### Gameplay Example 11 cont.: Finally, draw 4 Action Cards:



Note that you must draw **all Action Cards**, even if the attempt is fulfilled in the first cards.

Therefore, 1/2<sup>nd</sup> Squad also found Cover.



### 3.4 OFFENSIVE MISSIONS & COMBAT PATROLS: ENEMY ACTIVITY PHASE

Follow the same sequence as **Phase 3.2**, except that you **do not place new PC Markers** each turn during the Activity Check Segment—use the ones placed during the setup for the whole mission. Implement any Enemy Higher HQ Event immediately. Do not perform any further activity checks this turn for units affected by those events.

### Gameplay Example 12: There are no enemies on the map. Yet. Skip this Phase in this Turn

### 3.5 MUTUAL (FRIENDLY AND ENEMY) CAPTURE & RETREAT PHASE

A. **Capture:** Consider any **Paralyzed** or **Litter Team** to be **captured** if the team is alone on a card (i.e., there are no other friendly forces on the card) with enemy Good Order units, or enemy Assault or Fire Teams.

Example (not in the gameplay):

**Campaign: WW2**

In the Mutual Capture & Retreat Phase the **German Squad** will take both Teams as prisoners.

Enemy in Good Order with printed VOF

Grenade Attacks:  
Use the -4 NCM for both the US and Germans.

Replacements:  
Receive 6 steps after completing each mission.

Taking Prisoners:  
Both sides take prisoners.



2 LAT Teams:  
1 Paralyzed Team

1 Litter Team

Automatic Weapons VoF being exerted by the German Squad.  
It takes effect only in the **Mutual Combat Phase**. Ignore it for this example.

From the Campaign Instructions

Example (not in the gameplay):

### Campaign: North Korea

In the Mutual Capture & Retreat Phase the NKPA Squad will execute the Teams. **Convert them to Casualties.**

From the Campaign Instructions

Taking Prisoners:  
The US takes prisoners, but the North Koreans do not.

Enemy in Good Order with printed VOF



2 LAT Teams:

1 Paralyzed Team

1 Litter Team

**Small Arms VoF** being exerted by the NKPA Squad.

It takes effect only in the **Mutual Combat Phase**. Ignore it for this example.

If a side does not take prisoners per the Campaign Instructions, **automatically convert any captured units to casualties** (their captors have shot them).

Otherwise, **any Step with a printed VOF** may guard and transport **any** number of captured Steps.

To transport a Step, move the guarding unit and have the prisoners automatically move with their guards. A captured unit is subject to VOF like any other unit, but **ignores results other than Casualty and Pinned**.

#### (FAQ/Errata) 3.5 (Clarification):

**Only units with a printed VOF can capture, guard, and transport prisoners.**

Thus, if a situation arises where a unit that was guarding and transporting prisoners becomes a Litter Team (or worse), it is no longer eligible to guard or transport prisoners.

Unless there is another unit in the card eligible to guard and transport them, then the prisoners are considered liberated and are again under the control of their original side (US or enemy).

#### Questions answered by Designer:

*I understand that friendly casualties must be brought to evacuation site to get experience points. How about prisoners and casualties? How are they dealt with both in terms of game play and experience points.*

R.: Enemy prisoners are escorted to the staging area for experience if the campaign allows for prisoners. Enemy casualties are captured by clearing the card they occupy, so no need to pick them up and move them about, by clearing the card with enemy casualties they are then available for intelligence collection.

*Can a tank take and guard prisoners? The tank would be move as far as prisoners, I suppose...*

R.: No

B. **Retreat: Retreat by one card** any **Paralyzed Team** from either side that is **on a card with a VOF Marker and not pinned or captured**.

**The priority** is:

- To a card not under a VOF that has better cover (i.e., a Terrain Card where the net cover modifier is higher than that of the occupied Card)
- It is towards the team's edge of the map or LZ.

Mark a retreating Paralyzed Team as Exposed.

**Example of a Retreating US Paralyzed Team** (not in gameplay): Ignore the Counters that you do not know (Like the PDF). Just pay attention to the Retreat of the Paralyzed Team. In this example, the Paralyzed Team **will** Retreat. It's necessary to decide where.

The Paralyzed Team do not Retreat to this card because its not closer to the Staging Area



The Paralyzed Team is:  
a) Alone on a Card (with no Friendly Good Order Unit)  
b) Not Pinned

The Paralyzed Team Retreats to this card because:  
a) Closer to the Staging Area  
b) No VOF  
c) Better Cover



The Paralyzed Team do not Retreat to these cards because the enemy will continue to fire upon him

#### MAIN STAGING AREA

### 3.6 MUTUAL (FRIENDLY AND ENEMY) VEHICLE-AIRCRAFT PHASE

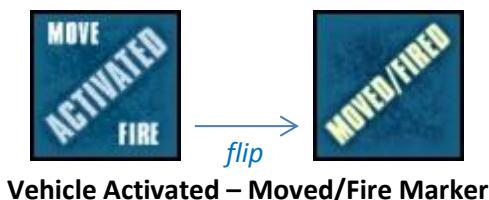
You may **move and/or fire** any **activated vehicles** in play (7). If both sides have activated vehicles, alternate their move and fire, with:

**The friendly player going first** during an **Offensive Mission** or **Combat Patrols**

**The friendly player going second** during a **Defensive Mission**.

Conduct all vehicle combat.

Flip each unit's **Activated Marker** to its **Moved/Fired** side when you finish that unit's activation.



**Gameplay Example 13:** The only Vehicle in the example is the Jeep, and it is not Activated this turn.

**Skip this Phase**

Before we continue with the **Turn Sequence**, let's review the situation preceding the **Mutual Combat Phase**

The **Company Roster** did not change.

In the following pages, you can see how the map and the Command display changed until now.]

## Situation at the start of the Mutual Combat Phase



**TIP:** Do not worry about why these actions were chosen.

Before you try any tactics, you have to learn how the game works!

In the later turns, the choices made and the strategies and tactics applied will be explained in detail.

Now, focus ONLY in the gameplay flow

## Command Display



### 3.7 MUTUAL (FRIENDLY AND ENEMY) COMBAT PHASE

Conduct all infantry combat in this phase (6.1).

This is an abstraction of the cumulative Action that occurs throughout the time covered by the turn.

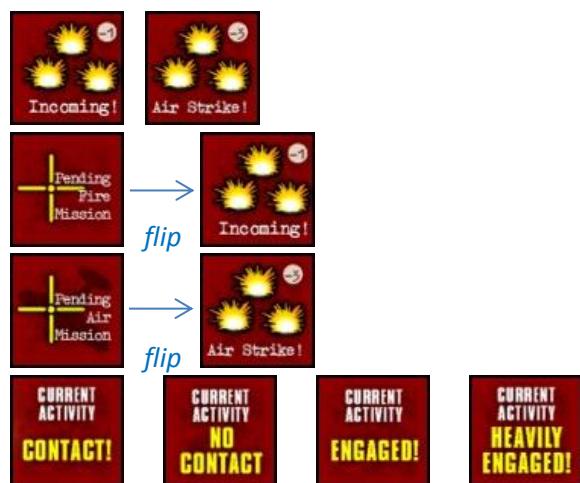
#### 3.7.1 Volume of Fire (VOF) Segment

Use Volume of Fire (VOF), Primary Direction of Fire (PDF), Concentrate Fire, Grenade, Grenade Miss, and Crossfire Markers when determining the Net Combat Modifier.

Adjust these markers as the situation changes on the map in either of the Enemy Activity Phases, the Command Phase, or the Combat Phase.

##### A. Update Fire Missions

Remove existing Incoming! and Air Strike VOF Markers (6.7).

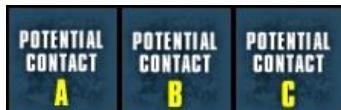


Adjust the Current Activity Marker as needed.

##### B. Evaluate Potential Contact Markers

Resolve the Potential Contact for each Terrain Card containing both

A Potential Contact Marker



And a friendly unit

Resolve the Potential Contact Marker by drawing a number of Action Cards based on type of PC Marker and the Current Activity Level as shown on the Potential Contact Draw Chart (9.1.5).

Contact is made if one of the Action Cards contains the word **Contact!**

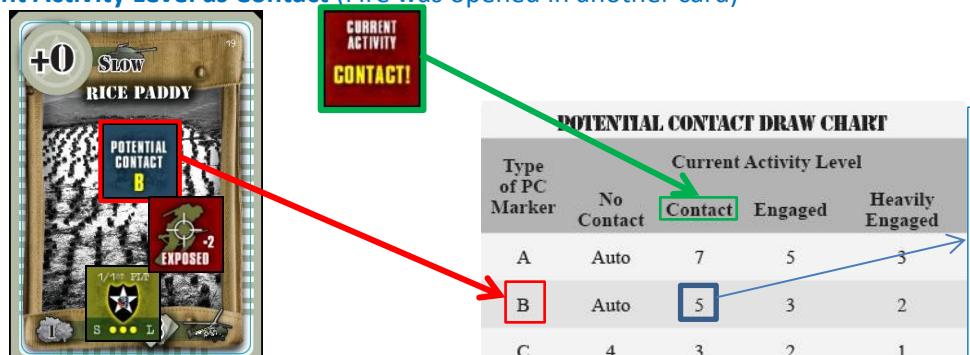
Contact

If contact is made, immediately change the state of the Current Activity Marker

**Example: Drawing Action Cards to resolve the Potential Contact Marker**

You have to check the Potential Contact Draw Chart and cross the type of PC Marker with the Current Activity Level

Consider the Current Activity Level as Contact (Fire was opened in another card)



Example cont.: Now, drawing 5 Action Cards for the word Contact to see if contact is made



Luckily, no contact this time!

### Gameplay Example 14: Resolving multiple Potential Contacts

To continue with our gameplay example, we will use a rule that is covered in detail in the section 9.1.5.

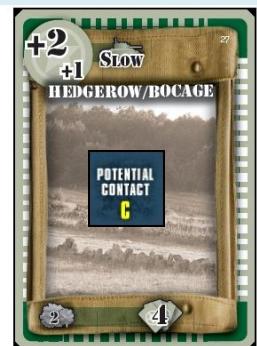
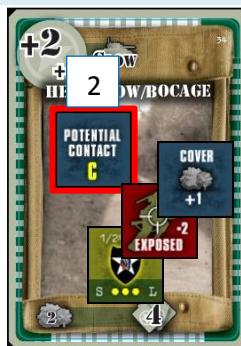
The rule statement is:

- If more than one PC marker needs to be resolved, do it in alphabetical order.
- Resolve multiple markers of the same letter in random order.

The situation on the Row 1 is showed below.

Two Potential Contacts C must be resolved. We need to randomly choose the first to be resolved.

To do this, assign numbers to the cards. If you have 2 options, you have to assign the numbers 1 and 2. Three options, 1, 2 and 3 and so forth.



After assigning the numbers, draw an Action Card and check the Random Number 2.

#### 2 - Checking the Potential Contact Draw Chart

| Type of PC Marker | POTENTIAL CONTACT DRAW CHART |         |         |                 |
|-------------------|------------------------------|---------|---------|-----------------|
|                   | Current Activity Level       |         |         |                 |
|                   | No Contact                   | Contact | Engaged | Heavily Engaged |
| A                 | Auto                         | 7       | 5       | 3               |
| B                 | Auto                         | 5       | 3       | 2               |
| C                 | 4                            | 3       | 2       | 1               |

This chart instructs you to draw 4 Action Cards to see if the word Contact is present in at least one.

#### 3 - Drawing 4 action Cards (Cards 5, 18, 21 and 36)



Luck!

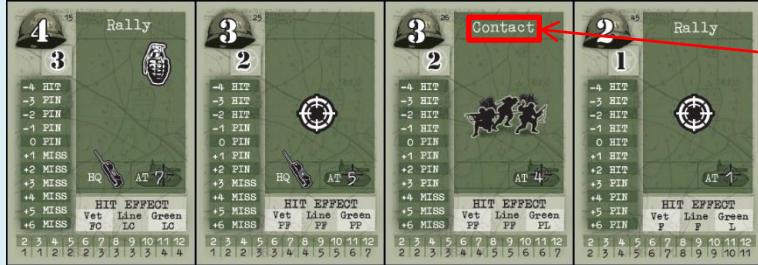
Luck! The 1/2<sup>nd</sup> Squad do not encounter enemies so far. Remove the PC Marker C from this card.

Now, let's check if Squad 1/1<sup>st</sup> have the same luck...

## Gameplay Example 14 cont.

The situation of the 1/1<sup>st</sup> Squad is exactly the same of 1/2<sup>nd</sup> Squad. Draw more 4 Action Cards.

Cards Draw (15, 25, 26, 45)



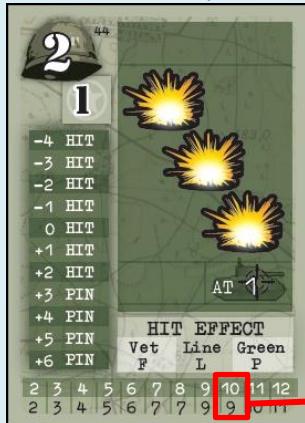
And contact is made.

The third card have the word Contact, meaning that the enemies engaged you in battle!

If enemy units are contacted, use the mission's appropriate Potential Contact Table to determine which **enemy package** is coming into play.

## Gameplay Example 15: Determining the enemy package

After the contact is made, you need to draw another **Action Card**, and check the number 10 (Card draw: 44)



And check in the Mission Instructions on the Enemy Side the enemy package.

| Potential Contact C |   |                    |
|---------------------|---|--------------------|
| t                   | # | Result             |
| 1/10                | 1 | Mines!             |
| 2/10                | 2 | Incoming Artillery |
| 3/10                | 2 | Incoming Artillery |
| 4/10                | 3 | Incoming Mortars   |
| 5/10                | 3 | Incoming Mortars   |
| 6/10                | 4 | Sniper             |
| 7/10                | 5 | Mines + Sniper     |
| 8/10                | 6 | Mines + MG         |
| 9/10                | 7 | LMG Nest           |
| 10/10               | 8 | HMG Nest           |

To see what is a **LMG Nest**, you need to refer to the **Enemy Forces Package** for the Campaign in the **Briefing Booklet**. In our example, we need to check the it is the **German Forces Package**, pg 3.

Separate the pieces as showed below. Don't worry about their function yet.

| German Force Packages |                  |                  | Description    |              |                                  |
|-----------------------|------------------|------------------|----------------|--------------|----------------------------------|
| #                     | Package Name     | Place VOF / PDF? | Units Spotted? | Placement    |                                  |
| 6                     | Mines + HMG Nest | Yes              | Yes            | At max LOS   | Mine + HMG Team under Foxholes   |
| 7                     | LMG Nest         | Yes              | No             | On same card | LMG Team under Foxholes          |
| 8                     | HMG Nest         | Yes              | Yes            | At max LOS   | Squad* / HMG Team under Foxholes |

Ignore the Placement now.

Red boxes highlight rows 6, 7, and 8, and arrows point from these rows to the corresponding icons below:

- Row 6: VOF AUTOMATIC WEAPONS -1
- Row 7: PUF
- Row 8: POTENTIAL CONTACT ?

Icons below the table:

- 1/LMG TM
- FOXHOLES
- +1

This is the **Enemy Package #7 LMG Nest** that engaged 1/1<sup>st</sup> Squad.

Place the units in that package on the map according to the mission's **PC Placement Table** and the rules for placement (9.2).

## Gameplay Example 16: Package Placement:

To determine the placement of the **Enemy Package**, draw an Action Card and check the PC Placement Table, in the Mission Instructions, Enemy Information.

## Gameplay Example 16 cont.:



| Unit Placement |                             |
|----------------|-----------------------------|
| R#             | Location                    |
| 1/10           | Per Package Table Placement |
| 2/10           | Per Package Table Placement |
| 3/10           | Front at max LOS            |
| 4/10           | Front at max LOS            |
| 5/10           | Front at max LOS            |
| 6/10           | Front at max LOS            |
| 7/10           | Left Front at max LOS       |
| 8/10           | Left Front at max LOS       |
| 9/10           | Right Front at max LOS      |
| 10/10          | Right Front at max LOS      |

This result instructs us to place the enemies in front of the triggering friendly unit at max Line of Sight (LOS).

After the Package is placed, the Current Activity Level changes from No Contact to Contact

The ? Potential Marker indicates that the unit is Unspotted

This marker is the Primary Direction of Fire (PDF), it indicates the direction of exerted Volume of Fire (VOF)

Later in the rules, you will see that when the Packages open fire, it does at the unit that brings it to play. In this case, the 1/1<sup>st</sup> Squad.

**Tip:** Once the rules about Line of Sight are explained, return to this example and it will become clear why the enemy is placed on the adjacent card. Don't worry about understanding this right now.



### ACTIVITY LEVELS:

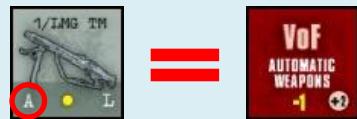
No Contact: No VOF or PDF Markers on map and no enemy units spotted.

Contact: One friendly occupied card is under a VOF Marker.

Engaged: 2+ friendly occupied cards are under VOF Markers.

Heavily Engaged: Engaged, and at least one card has both enemy and friendly units on it.

Put the unit under Foxholes Fortification Marker



The letter A on the lower left part of the counter indicates the Automatic Weapons VOF

### VOLUME OF FIRE ABBREVIATIONS

S – Small Arms Fire

A – Automatic Weapons Fire

H – Heavy Weapons Fire

G! – Grenade/Rocket Launcher Fire

S! – Sniper Fire

Place the Volume of Fire exerted by the enemy Unit.

Have any eligible friendly units automatically engage the new units by placing any applicable VOF and PDF Markers.

Update the Mission Log to add the new enemy units.

## Gameplay Example 17: Annotating the enemy encountered on the Mission Log (Company Roster)

This procedure is fairly simple, just note the Name of the unit (on the counter), the Experience and Ammunition (on the enemy information on mission instructions)

| ENEMY INFO |      | Experience | Casualties | Ammo |
|------------|------|------------|------------|------|
| Unit       |      |            |            |      |
| 1/LMG TM   | LINE |            | XOOOOO     |      |

### Mission Details

Hierarchy Defensive

Tactics Deliberate

Experience Line

Cover Marker Trenches

### Ammo

Type Amount

LMG 6

HMG 8

88 6

Mortar Team 6

Also, note that the first round of ammo is used in this turn. Mark it to monitor the available ammo.

### 3.7.2 Combat Effects Segment

Any PINNED units not under any VOF remove their PINNED Markers.

Per 6.9, determine the Net Combat Modifier (NCM) (6.1.2.) for every infantry unit on a card with a VOF Marker and then draw an Action Card to determine if the fire has affected the unit (6.1.3).

#### Gameplay Example 18 : Resolving the Infantry Combat on a Card

##### 18.a. Calculating the NCM

There is only one card in the gameplay that have a VOF Marker

The equation to calculate the NCM is showed here, for convenience.

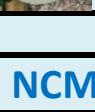
###### INFANTRY COMBAT

Draw one Action Card for each unit on a card with a VOF Marker and cross-reference the Net Combat Modifier (NCM) on the NCM Chart to find the combat result

$$\begin{aligned} NCM = & \text{lowest VOF modifier} + \text{net Visibility modifier} + \text{all applicable Defending Status modifiers} \\ & + \text{all applicable Other modifiers (minimum NCM} = -4; \text{ maximum NCM} = +6) \end{aligned}$$

###### INFANTRY COMBAT MODIFIERS

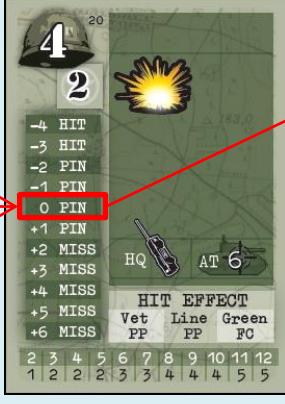
Modifiers apply to whole card and are cumulative unless mentioned otherwise

|  |  |  |    |
|--|--|--|----|
|  | Lowest VOF modifier: There is only one VOF on the card |   | -1 |
|  | Net Visibility Modifier: It's a daylight Mission       |    | +0 |
|  | All applicable Defending Status modifiers              |   | +1 |
|  | All applicable Other Modifiers                         |   | +0 |
|  | <b>(Net Combat Modifier) NCM = 0</b>                   |  |    |

##### 18.b. Infantry Combat Effects

To resolve the Infantry Combat draw an Action Card after determining the NCM. There are three possible outcomes: **Miss, Pin, Hit**, but we will cover only one now.

**1 - Check the Combat Resolution Section of the Card and apply the Result**



The 1/1<sup>st</sup> Squad is **Pinned!**

**2 - Put the Unit under a Pinned Marker.**

**Tip:** Flip the Exposed Marker on the Unit to the "Pinned" Side rather than get another counter.





If the unit is **hit** (it will be covered later on the rules), draw a second Action Card to determine the **effect of the hit** (LAT or Casualty) based on the unit's **Experience Level**.

|                         |
|-------------------------|
| <b>HIT EFFECT</b>       |
| Vet Line Green<br>L L P |

The letters on results stands for: C – Casualty Team

A – Assault

P – Paralyzed Team F – Fire Team

### L – Litter Team

Also resolve any **Mine VOF** attacks that have been triggered previously this turn (9.5).

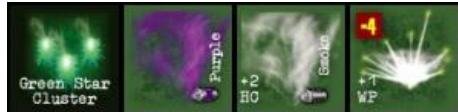


Once all combat is resolved, update any changes to VOF and PDF Markers (6.2. and 6.2.3.) from the results and flip any mines back to their “Draw” side (9.5).

### 3.8 CLEAN UP PHASE

Remove:

#### Pyrotechnics Markers



#### Illumination Markers



#### Exposed, Moved/Fired Markers



#### Concentrated Fire, Grenade, and Grenade Miss Markers.



### Gameplay Example 19: Clean up Phase

This is the final Phase of the Turn. There is only one Exposed Marker no the Map. Remove it and it's the end of the First Turn!



Now 1/2<sup>nd</sup> Squad is Securing the Card and is in Cover, waiting for orders or to take the initiative in the next turn.

Casualties dropped off at a Terrain Card with a designated **Casualty Collection Point Tactical Control Marker** on it are evacuated in WWII and Korean War Missions.



During **Defensive Missions**, remove any **unresolved PC Markers**.

It's the end of the Turn One. 1/1<sup>st</sup> Squad encountered a German LMG Team that is still Unspotted. We have to spot him in order to be able to return fire. This is the situation at end of the Turn 1.

